

**SCOOP!**  
The Bulls' **Scottie Pippen**  
joins the reviewing team

**MK II — NEVER BEFORE SEEN CODES!**

GP Publications, Inc.

GAME PLAYERS

**REVOLUTION**

Month #Four

**NEW**

GAME SLAYERS  
TIPS SECTION

**NEW**

EXPANDED  
ARCADE NEWS

**NEW**

TONS OF  
PREVIEWS

**SEGA • NINTENDO** *and MORE*

# 32X THE FUN?

The guessing is over! We take a hard  
look at the first 32X games —  
*and they're hot!*

*Plus, Sega's top man  
on 32X, Saturn,  
and more*



**BEAVIS  
& BUTTHEAD  
SAMURAI  
SHODOWN  
ANIMANIACS  
BATMAN &  
ROBIN**

**Exclusive**  
1ST pics of Sonic  
for 32X — see page 20

## 32X REVIEWS

We get our hands on  
**Star Wars Arcade,  
Virtua Racing Deluxe,  
& Doom**



It finally comes  
to SNES and  
we've got the  
verdict!



0 53876 01061 1

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CALL  
the  
LOONEY TUNES  
fun!

# HOLLYWOOD STAR

## "ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by **Howmuchdoes A. Hemmingway**

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

In an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the to design, paint and just like a professional.



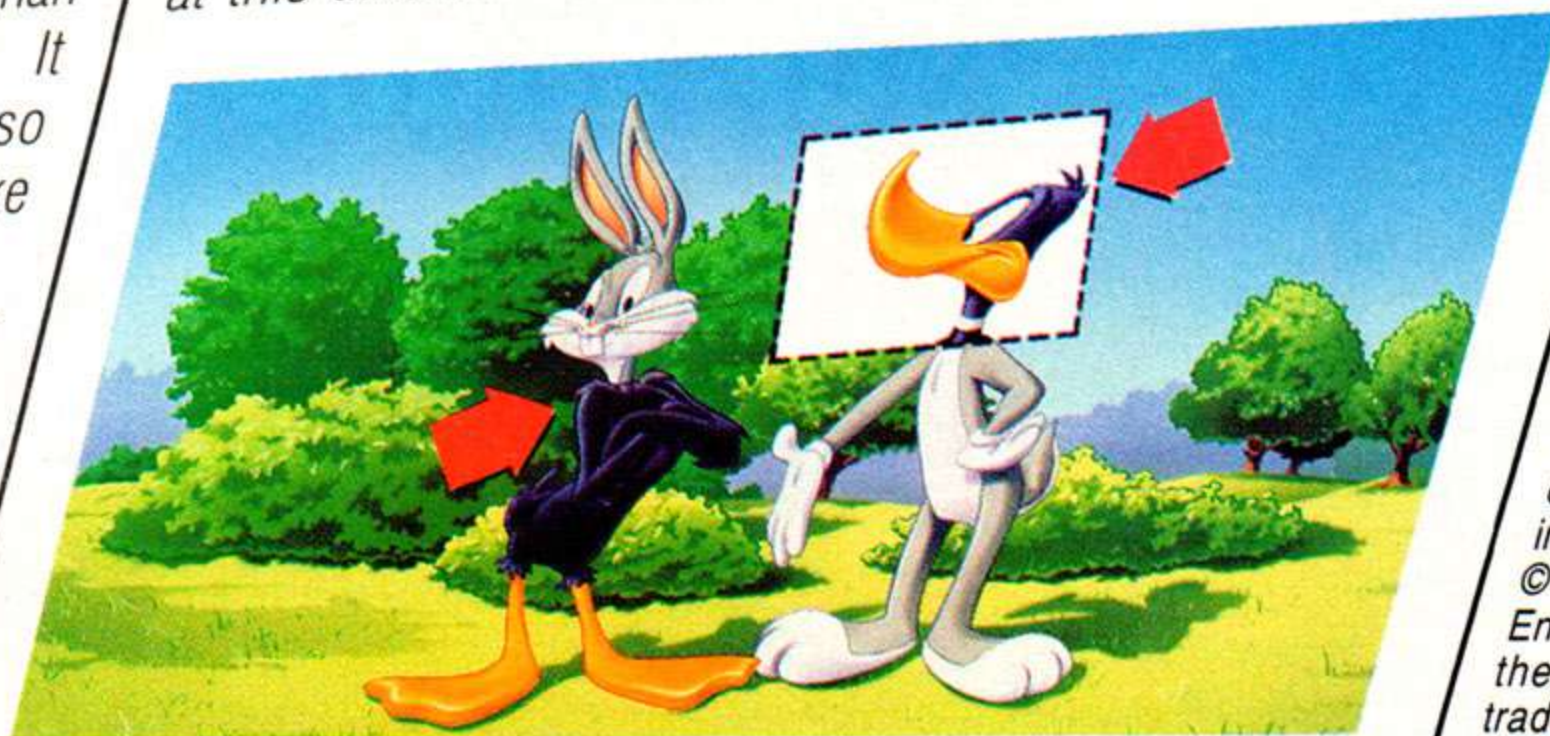
So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did

agree to issue the following statement, "Graaaaarwww ooooga rawwww ugh blaaa froooooog!"



Then he ate my note pad. Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.



**SOMETHING FUNNY'S GOING ON AROUND HERE!**



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

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The long you play, the luc you...  
Then he ate my note pad.  
Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.  
The **Acme Animation Factory** just the carrot on the...er...New mind.

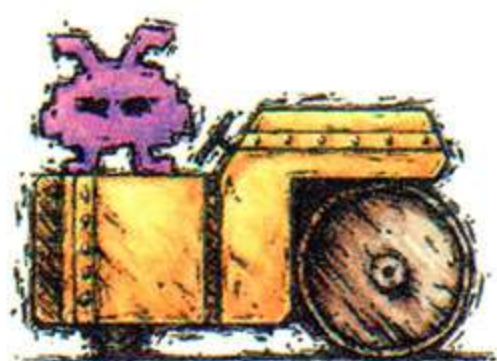




**Prepare to have your space invaded.**







Ever get a homework headache? You close the book, pop in a video game—

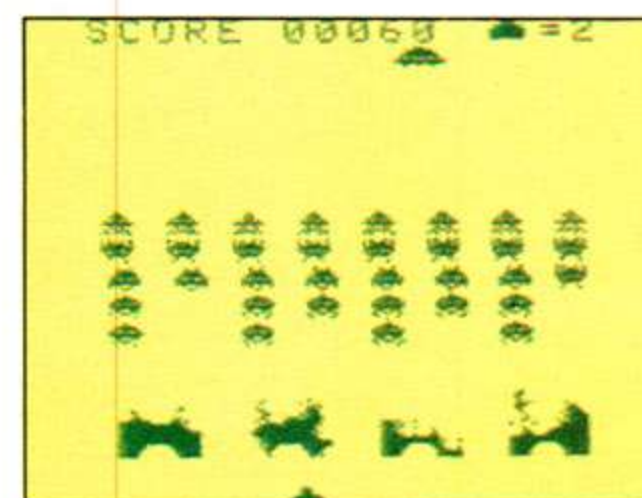


pressure's gone, right? Except you just popped in new **Space Invaders®** for Game Boy®

and Super Game Boy®, and it's a mother-lovin' migraine. **There's no escape.** You move

left, you move right, they just

keep coming down. Their only goal



TAKE SPACE INVADERS WITH YOU ON GAME BOY.

is to parade across your skull until your **brains are popping** out your ears.

They don't praise your skill. They don't admit defeat. Fry 'em all and they just get

meaner and faster. Hey, there's a reason this game is

legendary. Play on **Game Boy** and suffer alone. Or

link up and see who heads for the baby aspirin

first. Slam it in your **Super Game Boy** and play it

in **color**, just like it played in the arcade.

Hot-snot



BLAST 'EM JUST LIKE IN THE ARCADE ON SUPER GAME BOY.

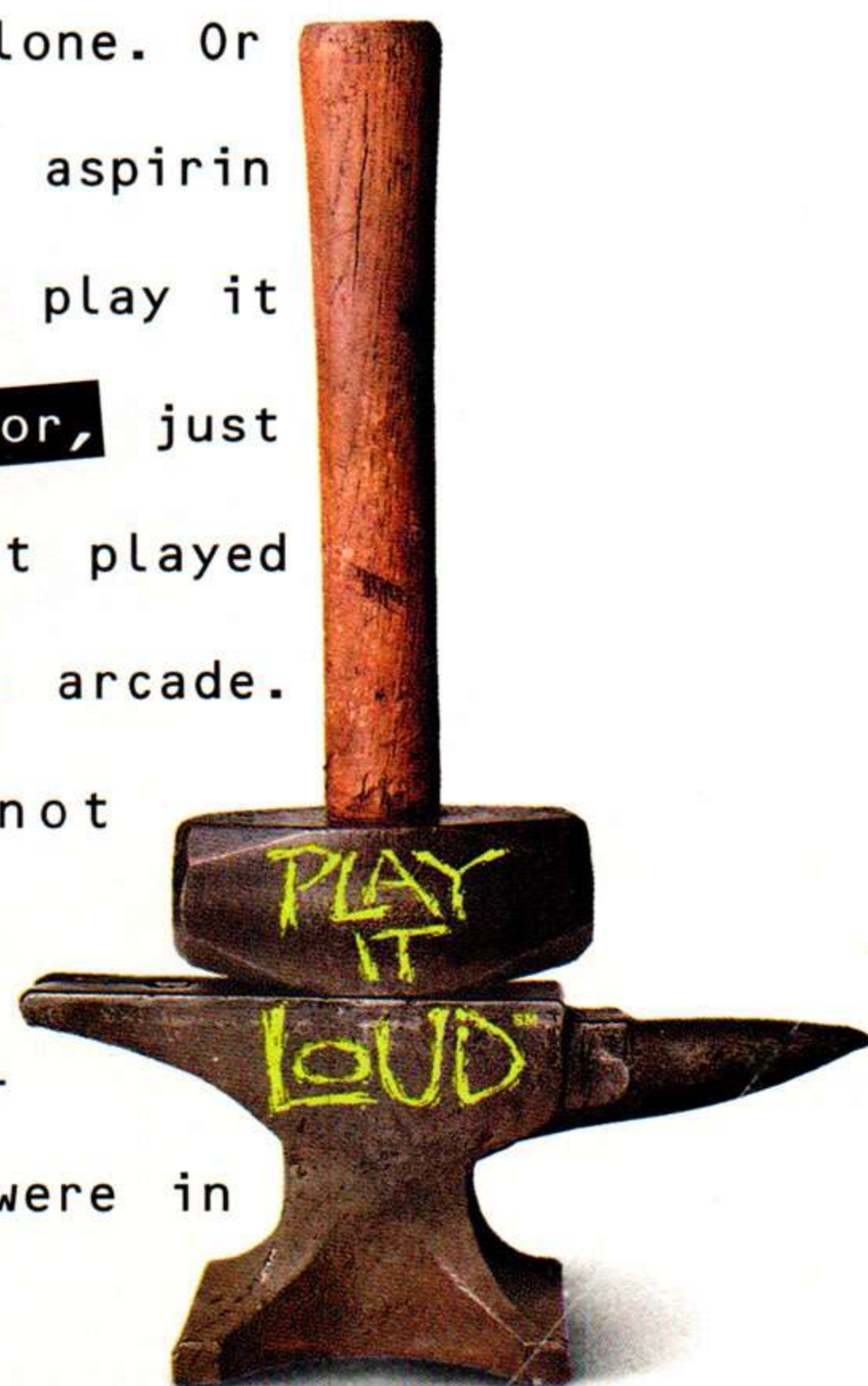


game connoisseur,

are you? Try and beat the original. You'll

be **clawing** at your temples, praying you were in

calculus class. **Nintendo®**





# Welcome to GAME PLAYERS



It was Shaquille O'Neal last month and this month it's Scottie Pippin — I dunno, all the big stars wanna get their faces in

*Game Players* these days. Maybe we should charge for the privilege!

You'll be pleased to know this is the biggest issue of the year and we're stuffed full of great strategies, the latest reviews, and the best news in the business. Check out our reviews of *Animaniacs* (p112) and *X-Men* (p142) — we've all been playing both of them to death (that's probably the reason we missed our deadline!).

With the holiday season nearly here, we've done a round-up (p48) of the games any self-respecting gamer should own.

Then there's the 32X (p40). 32-bit consoles are here at last and we've got an in-depth look at the 32X and its games. If you want the hot stuff, you're in the right place. Drop me a line and tell me your thoughts about the issue.

*Mark*

## COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; **DARK BLUE** always signifies Genesis.

GENESIS



SNES

SEGA CD



GAME GEAR

GAME BOY



SEGA 32X



## News 8

No, we don't have Dan Rather, but what does he know about games?

**InfoTrak 8** If you need to know the latest info on the video gaming world, look no further!

**Arcades 14** Those quarter munchers are everywhere! We can help you beat 'em!

**Mean Machines 18** The Jaguar and 3DO are here and we've got the goods on all the great goodies!

**Gossip 20** We had to be real sneaky to get this stuff, so listen real closely, OK?

**Hardware 22** We hammer the bugs out of the newest systems and peripherals!

**Import Games 24** You may not understand 'em, but we can translate for ya!

**Sneak Peek 28** Our crystal ball tells us what's new, then we pass it on to you!

**Charts 36** Find out what's hot here, there and everywhere with our Top Tens!



Take this hot number for a spin on page 14!

## Subscribe 144

Repeat after me — I want you in my house... I want you in my house...

## Reader's Say

**Reader's Network 200** Okay, here's your soapbox. Jump on up and tell us how you feel!

**Pushing the Envelope 207** Many are called, but few are chosen. Check out the best of our readers' renderings!

**Back Talk 208** Discover the shape of things to come for *Game Players*, anyway.

## Previews 28

We'll bet you five bucks that these games will be available soon!

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## Strategy & Tactics 63

The game hasn't been made that we can't beat! Let us help you!!!

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Cop an attitude and grab for the gold ring with our *Sonic and Knuckles* super strategy on page 82!

## MEET THE TEAM

Forget that elf stuff! Here are Santa's real helpers! Ho, ho, ho!!!



**CHRIS** I'm so lucky! Santa lets me clean out the reindeer stables! He even gave me my own shovel!!!!



**JEFF** I like to call all the kids on the bad list, just to let 'em know they're not gettin' any goodies!



**DOUG** My job is to make sure that every kid gets at least one pair of socks or a tie for Christmas!



**MIKE** I keep the sleigh in tip-top condition. You know how hard it is to find parts for that thing?



**SCOTTIE** I'm not really a Santa's helper, but I play one in *Game Players* magazine. Cool, huh? I really like the swell hat they gave me! It's neat!!!



**VINCE** Planning the navigation ain't easy! Last year, we caught some flak just outside of Kuwait!





# Cover Story 40

Just think of these as our Christmas presents to all of you!!!

## 32X: ARE YOU X-PERIENCED?

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### Reviews 111

We torture these game carts, so they tell us everything you want to know!

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Check out our cutting edge review of *Samurai Shodown* on page 160!!!

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We X-Ray the X-Men on page 142!



### Sports 170

If you'd rather play ball instead of punching demons, we got your fun right here!



We put a full court press on *NBA Live '95* on page 173, so pump up your sneaks and hit the court!

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### Now Playing 180

In the old days, wizards had grimoires full of info on magic spells and potions. Today, this section is pretty much the same thing!

### CONTEST 179



We got ya hooked with this great contest, 'cuz the bait is an Earthworm Jim animation cel and lots more cool stuff! If you don't enter now, you'll squirm forever!!!



**KARIE** Well, Mrs. Claus and I usually just rent a movie and send out for pizza, you know?



**DARRELL** I make sure that Santa has a good in-flight movie and plenty of snacks and stuff.



**VINCE** Rudolph's nose is the only light the big guy has, so I make sure it's in working order.



**BILL** The hardest part about the sleigh's catapult launch is lying to the reindeer that it won't hurt a bit!

Produced in the United States of America. *Game Players* Sega-Nintendo (ISSN-1059-2172) (USPS 006-037) is published monthly by GP Publications, Inc.; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010. If this fails to stop the bleeding, elevate the area and apply pressure. Second-class postage paid in Burlingame, CA and additional mailing offices. We'd like to send it first class, but we've lost all our self-esteem, so second class is as good as it gets, OK? Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (12 issues) U.S. \$35.95. Canada: \$49.95. Canadian price includes postage and GST (#128220688). Outside the U.S. and Canada, add \$2 per issue, or you could send us all first class airline tickets and we'd just fly over to where you live and give you the magazine in person. POSTMASTER: Send address changes to *Game Players*, 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.





BEAVIS AND BUTT-HEADS™

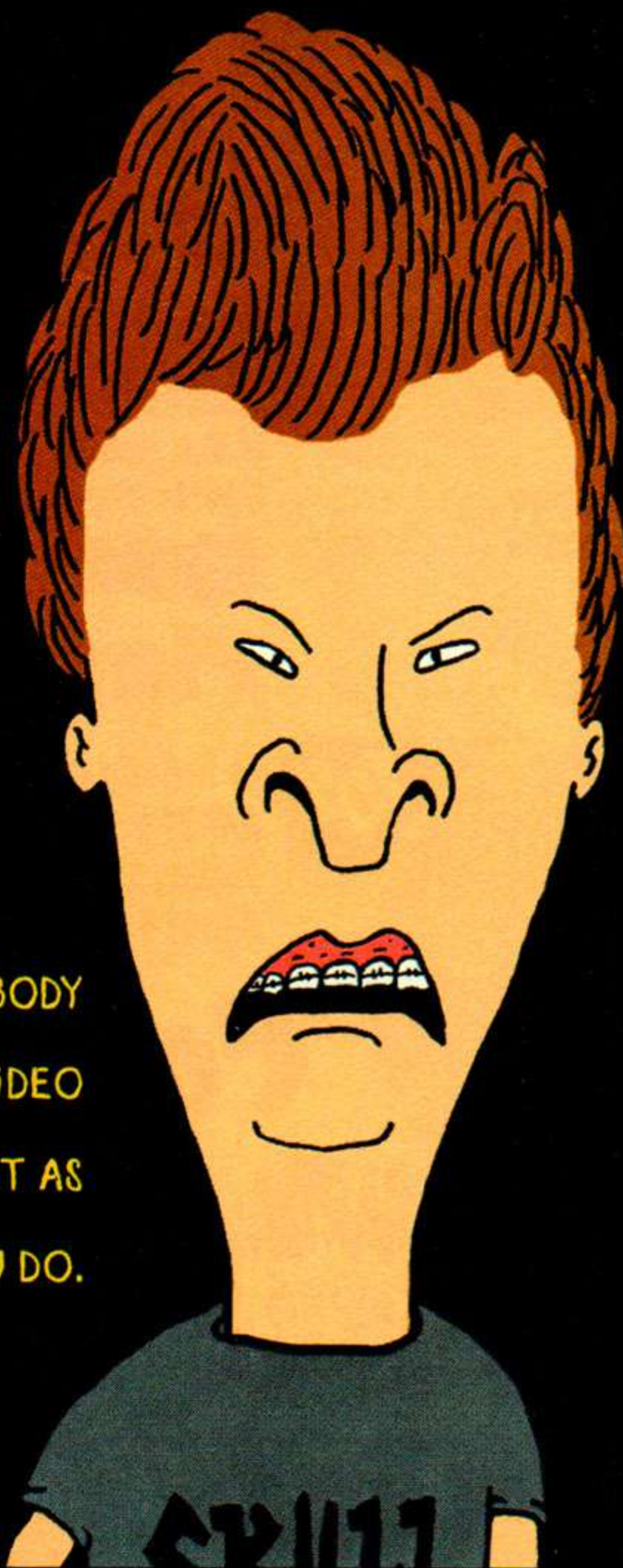
the game

FEATURING MUSIC BY G-WAR™

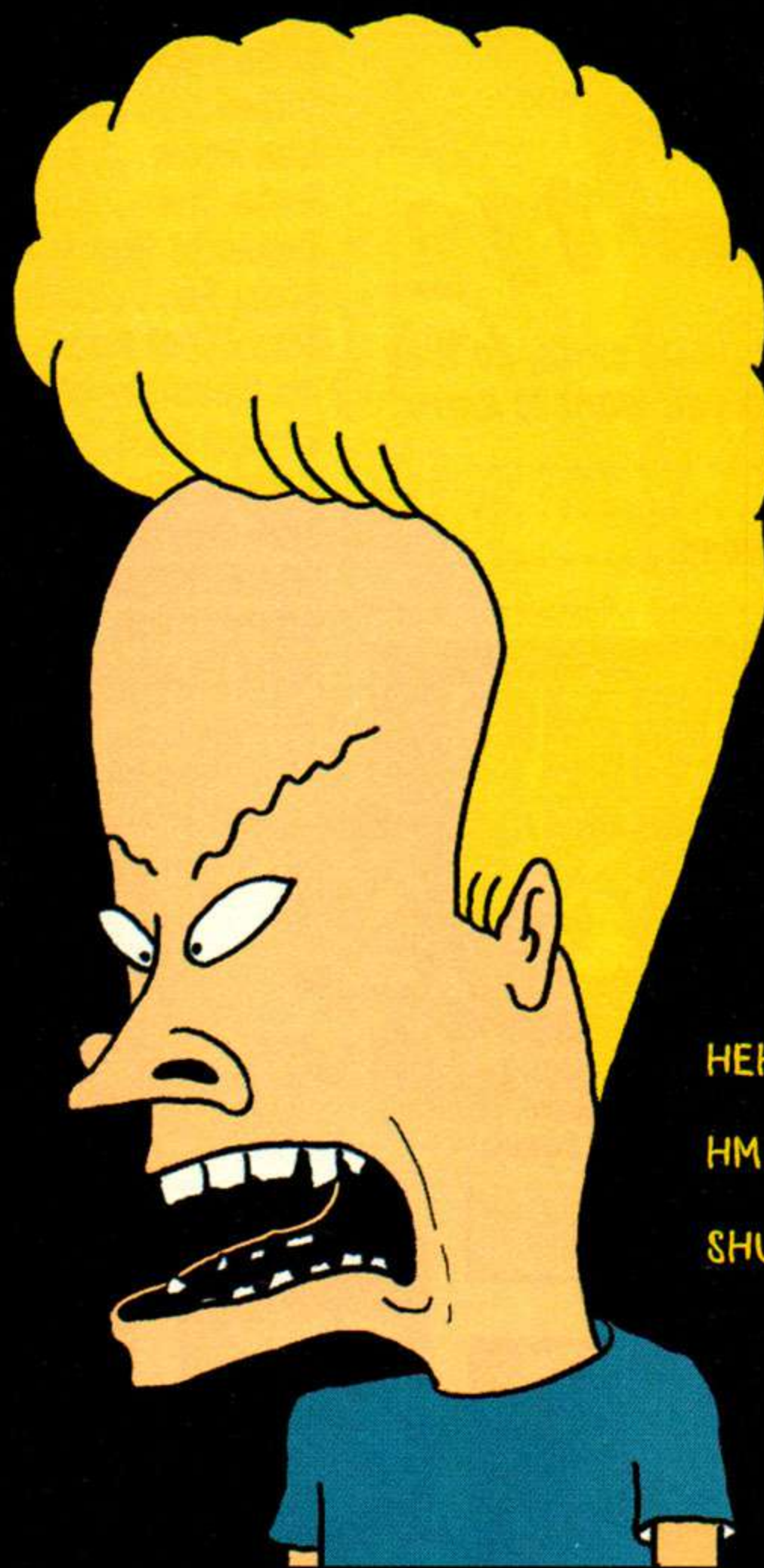
SUPER NINTENDO  
ENTERTAINMENT SYSTEM

GENESIS™  
GAME GEAR™

HEY BEAVIS, ANYBODY  
WHO PLAYS THIS VIDEO  
GAME GETS TO ACT AS  
STUPID AS YOU DO.



HEH-HEH.  
HM... YEH...UH...  
SHUT UP, NIMROD.



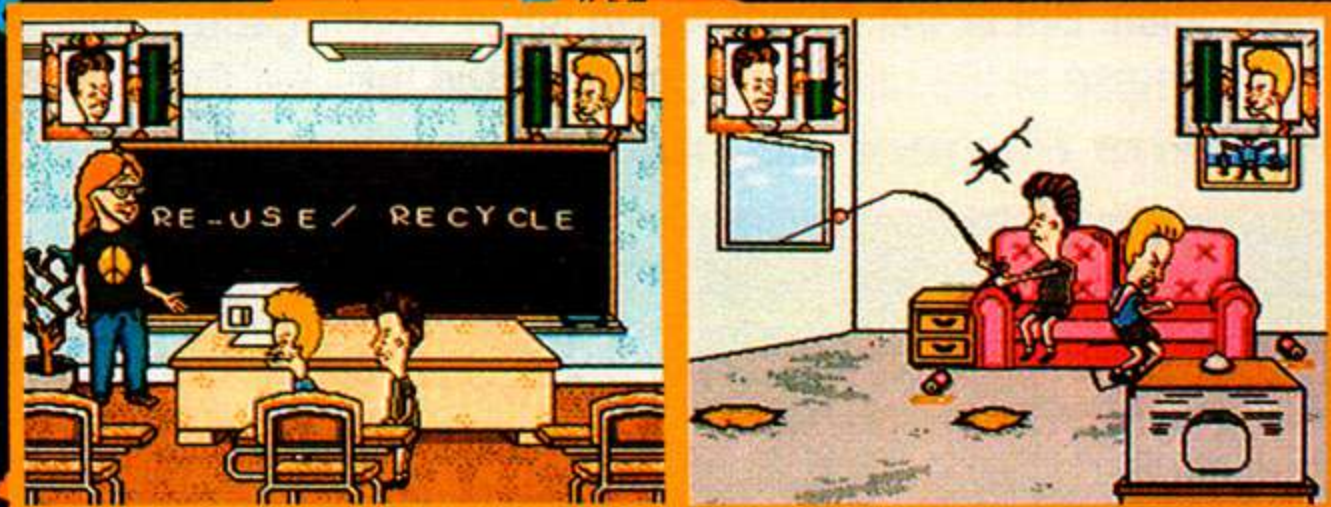
Introducing the games that actually let you  
control the destinies of America's leading morons.



# 3 DIFFERENT GAMES, DUDE.

## GENESIS

1 OR 2 PLAYERS



VAN DRIESSEN TRIED TO  
TEACH US, LIKE, HISTORY.  
BUT WE OUTSMARTED HIM.

COUCH FISHING RULES.  
UNLESS THERE'S SOMETHING  
GOOD ON TV OR SOMETHING.

AT THE HOSPITAL THEY SAID  
WE WERE FREAK SPECIMENS,  
WE SAID, "THANKS DUDES."

CLOTHESLINE JUMPING IS A  
GREAT SPORT. IT HAS THE  
THRILL OF VICTORY AND  
THE AGONY OF, UH, FALLING.

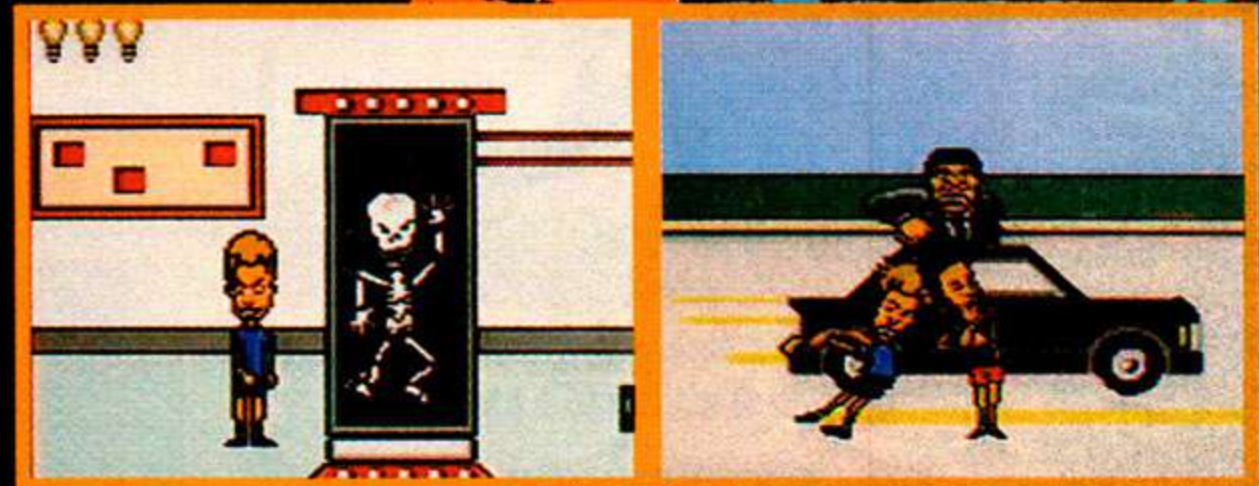


## SUPER NES®

1 OR 2 PLAYERS

GWAR IS LIKE, COOL, BUT ONLY  
IF YOU HAVE TICKETS. YOU  
GOTTA HELP US GET TO THE  
CONCERT, HEH HEH. THERE'S  
LIKE A TOTALLY DIFFERENT WAY  
IN EACH GAME.

## GAME GEAR



SOME GUYS FREAK OUT  
WHEN YOU TOUCH THEIR  
CAR, BUT WE WEREN'T  
GONNA DRIVE IT. FAR.

THE CROWD IS INTO OUR ANIMAL  
MAGNETISM. THAT'S WHY WE  
PRESERVE IT BY NOT SHOWERING.

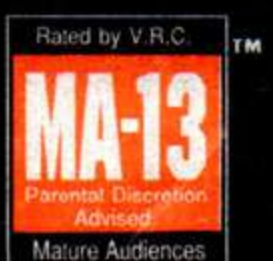
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**VIACOM**  
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This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Sega™ Game Gear™ system.







Come and get it! Here it is, hot and tasty! Come and get a plate-full of the hottest news available now! Only **Game Players** serves up this kind of feast!!!



One of Meltdown's patented moves is this flame attack. This move, like most others, are

pulled-off with *Street Fighter*-like controls.



Chief Thunder's Mohawk attack can be devastating if you work it into a combo.



Hmm... where have I seen this move before? *KI* owes an awful lot to *Street Fighter*.

## NINTENDO BLEEDS

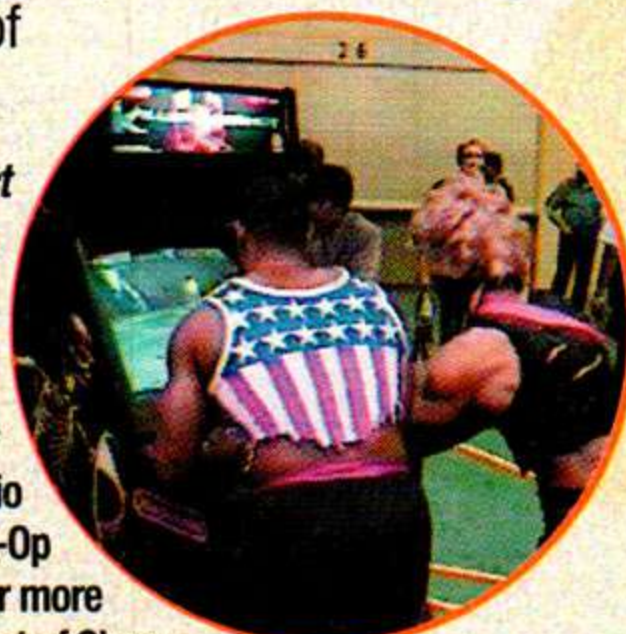
*KI* is the first Nintendo-made game ever to feature blood, gore, and even Kill Moves! There are also several other "special" ways to defeat your opponents. Stay tuned...

# Killer Instinct scores a hit

Okay, so you've heard us talking about this one for months. You know the facts by heart — one of Midway's first games for Nintendo's Ultra 64 arcade/home unit, developed by those Donkey Kong-lovin' Rare guys, blah, blah, blah. But at the recent AMOA show, eager gamers world-wide got their first glimpse of the near-final product. And, of course, *Game Players* was there.



*Killer Instinct* was officially unveiled to the world at the AMOA coin-op show in San Antonio (see Coin-Op Crazy, p14 for more info). It won Best of Show.



The rendered intro screens set the stage for the action, introducing each character in a breathtaking sequence!

## CAMERA TRICKS

*KI* may not have a 3D look like Sega's *Virtua Fighter*, but it's got a few other tricks up its sleeve. Just check out this smooth scaling!



## Timeline

Here are the games you'll be playing in the upcoming months...

### NOVEMBER

Aero The Acrobat 2	Sunsoft	SNES, SG
Animaniacs	Konami	SNES, SG
Barbie Vacation Adventure	Hi Tech	SG, SNES
Batman: Animated	Konami	SNES
Beethoven	Hi Tech	SNES
Biker Mike from Mars	Konami	SNES
Bloodshot	Domark	SNES
Boogerman	Interplay	SG
Brutal	Gametek	SG, SNES
Captain Commando	Capcom	SCD, SNES, SG
Carrier Aces	GameTek	SNES
Chavez II	American Soft	SNES
Clayfighter 2	Interplay	SNES, SG
Corpse Killer	Digital Pictures	SNES
Daze Before Christmas	Sunsoft	SCD, 3DO
Donkey Kong Country	Nintendo	SNES, SG
Echo - Tides of Time	Sega of America	SCD, SG
FIFA Soccer	EA Sports	3DO
Flashback	US Gold	SCD, 3DO, Jag
Formula One '94	Domark	SG, GG, SNES
Ghoul Patrol	JVC	SCD
GP-1: Part 2	Atlus	SNES
Home Improvement	Absolute	SNES
Indiana Jones	JVC	SNES
Jelly Boy	Ocean	SNES
Kids on Site	Digital Pictures	SNES
The Lawnmower Man	Time Warner	SCD
Lethal Enforcers II: Gunfighters	Konami	SG
Loaded Darkness	Koei	SNES
Madden NFL '95	EA Sports	SNES
Marko	Domark	SG
		SNES



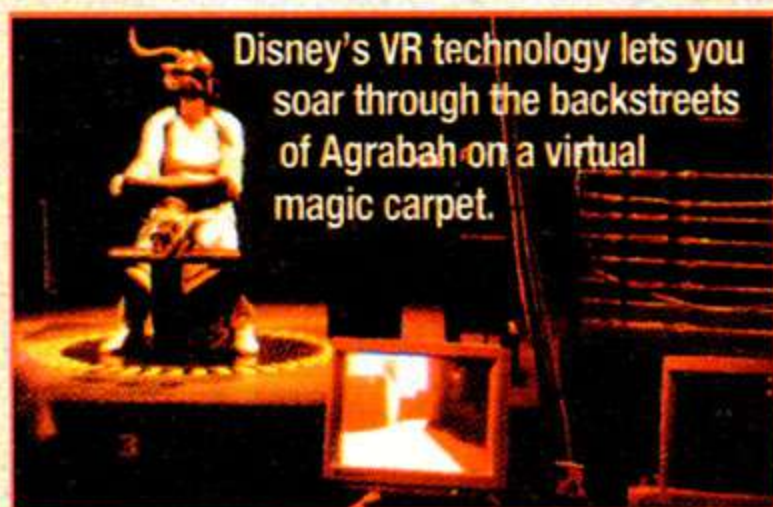
# You too, can ride a... rug?

Disney Entertainment has unveiled a special preview for an attraction that is still at least two years away from an opening for the general public. The *Aladdin* virtual reality ride was unlike anything we've seen before and was easily the best VR experience we've had to date.

The ride, located in the Innoventions attraction at Epcot Center, is powered by the same Silicon Graphics ONYX stations that Nintendo used for Ultra 64 demos at the last Consumer Electronics show. Formerly, the EPCOT Center



The sketches that fill Disney's Imagineering Labs are evidence of the ongoing work on the *Aladdin* VR ride.



Disney's VR technology lets you soar through the backstreets of Agrabah on a virtual magic carpet.

housed CommuniCore, a mesh of hands-on technology and mini-presentations, but the technology wasn't very cutting edge.

The entire Epcot Center is being overhauled as well. 'Disney

had a very '60's view of what the future was supposed to be like and now all that's changed', according to a Disney Imagineer. 'All this technology might have been something when Epcot was opened in 1982, but now it's outdated. Even the Innoventions attraction will have to be constantly changed to keep up with today's changing technology'.

Sega is one of several Innoventions exhibitors. Other exhibitors include Apple, IBM and Lego. Sega's area gives Disney guests an opportunity to try the latest Sega arcade titles, such as *Daytona* and *Wing War*. The 32X will also be on display, according to Tom Kalinske, Sega's president. (See our interview with Tom on page 42.) Michael Eisner, chairman of Disney Ent., approached Tom at a CES a few years ago to bring Sega on board as a new exhibitor at Innoventions.

The entire Innoventions attraction is open to the public at Epcot in Disney World. 30 million people go through Disney each year.

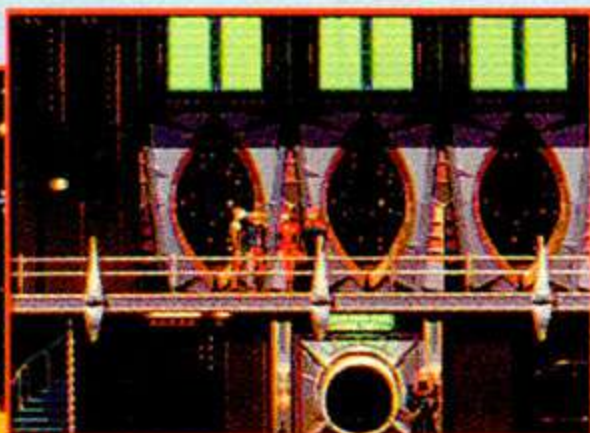
## License to Thrive



A whole new generation of trekkers will be able to vaporize their friends with Playmates' classic phaser.

Characters from *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine*, *seaQuest DSV*, and *EXOSQUAD* are being immortalized in a variety of action figures from Playmates Toys, along with playsets and vehicles featured in the series.

By the end of this year the company's complete 1994 *Teenage Mutant Ninja Turtle* toy line should be available — an addition of more than 70 *TMNT* related items! An *Earthworm Jim* toy line is also in the works — complete with bizarre characters like Professor Monkey for a Head and Psy-Crow — as is an *E.J.* cartoon.



*EXOSQUAD* and *Star Trek: Deep Space Nine* are coming to your TV with SNES and Genesis formats.



Action figures for popular shows like *Star Trek: The Next Generation*, *seaQuest DSV*, and *EXOSQUAD* are sure to be big hits this holiday season.



If you're looking for a higher level of interactivity, check out the upcoming 16-bit versions of *seaQuest DSV* (T\*HQ), *Star Trek: DSN* (Playmates), and *EXOSQUAD* (Playmates). All titles, as well as a Game Boy *seaQuest* (also from T\*HQ), should be on shelves in time for the holiday season.

On the big screen, look out for the new *Star Trek: Generations* movie and the upcoming *Teenage Mutant Ninja Turtle* flick. Kowabunga, dude!

Michael Jordan:	Electronic Arts...	SG, SNES
Chaos in the Windy City	Sony Imagesoft	SG
Mickey Mania	FCI	SNES, SG
Might & Magic 3	Sega	SG
Mighty Morphin' Power Rangers	EA Sports	SG
NBA Live '95	Koei	SG
New Horizons	Time Warner	SG
PGA Tour Golf II	Activision	GG
Pitfall	Capcom	SNES, SG
Punishers	Activision	SNES, SCD
Radical Rex	American Technos	SNES
Radical Rumble	Absolute	SCD
Rapid Deployment Force	UBI Soft	Jaguar
Rayman	Time Warner	SG
Red Zone	JVC	SG
Rise of the Robots	EA Sports	SG
Rugby World Cup '95	Sunsoft	SG
Scoby Doo	Ocean	SG
The Shadow	Electronic Arts	SG, SNES
Shaq Fu	Sega of America	SG, GG
Shining Force II	Data East	SG
Side Pocket	Core	SCD
Skeleton Krew	Digital Pictures	SCD
Slam City (with Scottie Pippen)	Konami	SCD
Snatcher	Konami	SCD
Soccer (no title)	Sega	SNES
Sonic Triple Trouble	Sunsoft	GG
Speedy Gonzales	Absolute	SNES, SG
Star Trek: Beyond The Nexus	Kemco	GG, GB
Stone Protectors	Vic Tokai	SNES
Stone Protectors	Ubi Soft	SG
Street Racers	Hudson	SNES
Super Bonk's Adventure	JVC	SNES
Super Return of the Jedi	Digital Pictures	SNES
Supreme Warrior	Sega	3DO
Taz and Escape From Mars	Hi Tech	GG
Team NFL Heroes	Virgin	SNES
The Lion King	Nintendo	SNES, SG, GG, GB
Tin Star	Konami	SNES
Tiny Toon All Stars	TNN Bass Tournament of	GB
Tiny Toons Wild & Wacky Sports	Champions	SNES
Troy Aikman Signature Football	American Soft	SNES
Tradewest	Jag	



# Capcom Goes to the Movies!

**S**treet Fighter, starring Jean-Claude Van Damme as Guile, is set to hit theaters in December, a couple of months after *Double Dragon* battles its way to the screen. In the flick, written by *Die Hard*'s Steven E. de Souza, Guile goes up against M. Bison (played by *Addams Family*'s Raul Julia) in an attempt to save 63 captured relief workers. The movie was largely filmed in Bangkok and Australia.



The movie's focus is Raul Julia's M. Bison vs. Van Damme's Guile. Kick his ass!

Capcom has risked a lot of money on the movie — Van Damme pocketed \$7 million of the \$40 million budget on his own. But Capcom's president Kenzo Tsujimoto is 100 percent behind the project, even briefly appearing in the movie. For the record, the *SF* cast champion was Ming-Na Wen (Chun Li).



Ryu, Ken, Sagat, and Vega round out the cast.



Every *Street Fighter* character is in the movie, except Fei Long.



Australian singing sensation Kylie Minogue looks great as Cammy!

Julia bring their acting clout to the upcoming film, many top names in the music industry are contributing their talents to the soundtrack.

Defensive back Deion Sanders makes his debut on the album's title track alongside rap star Hammer. A video is in the works that features Sanders and Hammer together with Van Damme.

Public Enemy and Ice Cube are among other artists set to appear on the soundtrack released by Priority Records.

The album is out on Dec. 6th, ahead of the movie's Dec. 23rd release to over 2000 nationwide theaters.

## THE STREET FIGHTER VIDEO GAME HISTORY

### 1987 *Street Fighter* (arcade)

Featured Ryu, Ken and Sagat. First six-button controlled game.

### 1988 *Street Fighter* (computer)

IBM PC, Atari ST, C64/128, Amiga.

### 9/90 *Street Fighter 2010* (NES)

An action 'fighting' game unrelated to the *SF* series of today.

However, the ever-popular 'Ken' appears.

### 3/91 *Street Fighter II* (arcade)

The beginning of a new phenomenon.

### 4/92 *Street Fighter II Champion Ed.*

(arcade) Allowed players to control any of the game's four boss characters. This game also introduced the option for two players to select the same character, creating battle matches such as Chun Li vs. Chun Li, or Guile vs. Guile.

### 7/92 *Street Fighter II* (SNES)

### 11/92 *Turbo Street Fighter II Champion Ed.: Hyper Fighting*

(arcade) An upgraded version that brought true turbo speed to the game, plus additional new turbo style moves.

### 8/93 *Street Fighter II Turbo* (SNES)

### 9/93 *Street Fighter II Special Champion Edition* (Genesis)

This was Capcom's very first game for Sega's 16-bit system.

### 10/93 *Super Street Fighter II* (arcade)

Introduced four new characters — Dee Jay, Fei Long, Cammy, and T. Hawk.

### 4/94 *Super Street Fighter II Turbo*

(arcade) Brought turbo speed to the game, plus a new secret boss character, Akuma.

### 7/94 *Super Street Fighter II*

(SNES and Gen.) The third installment of the home game series. Over one million copies are sold in North America.

### 11/94 *Super Street Fighter II Turbo*

(3DO) Home version debut of the latest arcade sensation.

True Lies ..... Acclaim ..... SNES, SG  
World Cup Golf ..... US Gold ..... 3DO, SCD  
Zero The Kamikaze Squirrel ..... Sunsoft ..... SG  
Zero Tolerance ..... Accolade ..... SG

## DECEMBER

Ardy Lightfoot ..... Titus ..... SNES  
Bases Loaded 3: Licence to Steal ..... Jaleco ..... SNES  
B.C. Racers ..... Domark ..... SCD  
Bobby's World ..... Hi Tech ..... SNES  
Death and Return of Superman ..... Sunsoft ..... SG  
Demolition Man ..... Virgin Interactive ..... SCD  
Fahrenheit ..... Sega ..... 32X/SCD  
Fatal Fury Special ..... JVC ..... SCD  
The Flintstones ..... Ocean ..... SNES, SG  
Flying Nightmares ..... Domark ..... SCD  
Generations Lost ..... Time Warner ..... SCD  
Home Improvement ..... Absolute ..... SG  
Indy Car Racing ..... Acclaim ..... SNES, SG  
Izzy's Olympic Quest ..... US Gold ..... SNES, SG  
John Madden Football '95 ..... EA Sports ..... GG  
Kawasaki Super Bike Challenge ..... Time Warner ..... SG, GG  
Keio Flying Squad ..... JVC ..... SCD  
Loony Toons: Hoop It Up ..... Sunsoft ..... SNES  
Marko ..... Domark ..... SCD, GG  
Mega Man: The Wiley Wars ..... Capcom ..... SG  
Metal Morph ..... FCI ..... SNES  
NHL Hockey '95 ..... EA Sports ..... SNES  
Payne Stewart Pro Golf ..... Time Warner ..... SG  
PGA Tour III ..... EA Sports ..... SG  
Pitfall ..... Activision ..... SCD  
Race America ..... GameTek ..... SNES  
Radical Rex ..... Activision ..... SG  
Road Rash II ..... Time Warner ..... GG  
Samurai Showdown ..... JVC ..... SCD  
Saturday Night Slam Masters ..... Capcom ..... SG  
Shockware: Mission Disk ..... Electronic Arts ..... 3DO  
Side Pocket 2 ..... Data East ..... SG  
Sim City 2000 ..... Imagineer ..... SNES, SCD  
Star Trek: Generations ..... Absolute ..... GB, GG  
Sterling Sharpe: End to End ..... Jaleco ..... SNES  
Super FX Motorcross ..... Electro Brain ..... SNES



## WALL STREET'S TOP TEN

Seems like everyone has some sort of Top Ten list nowadays. Now there's an investment banking and brokerage firm that's created a whole division to determine just what games you're gonna buy.

The California-based Robertson, Stephens & Company studies game previews and reviews and decides what game companies their investors should risk their money on. Larry Marcus, an analyst with the firm, sees an especially competitive market in 16-bit cart sales for the remainder of 1994, due largely in part to Nintendo's resurgence in the market.

'It looks like Nintendo's woken up with a triple espresso', he says. 'The company's end-of-year products and brand marketing are a magnitude over last year'.

And just what games are on the Top Ten lists developed by this far-sighted firm? Check 'em out!

### December 1994 Estimated Sales

## Genesis

1. **Mortal Kombat II** (Acclaim)
2. **Sonic & Knuckles** (Sega of America)
3. **Earthworm Jim** (Playmates)
4. **The Lion King** (Virgin Interactive)
5. **Madden '95** (Electronic Arts)
6. **NFL '95** (Sega of America)
7. **Ecco 2** (Sega of America)
8. **True Lies** (Acclaim)
9. **NHL Hockey '95** (Electronic Arts)
10. **Mighty Morphin' Power Rangers** (Sega of America)

## SNES

1. **Donkey Kong Country** (Nin. of Am.)
2. **Mortal Kombat II** (Acclaim)
3. **Earthworm Jim** (Playmates)
4. **The Lion King** (Virgin Interactive)
5. **Madden '95** (Electronic Arts)
6. **Wario's Woods** (Nintendo of America)
7. **True Lies** (Acclaim)
8. **NHL Hockey '95** (Electronic Arts)
9. **X-Men** (Capcom)
10. **WWF Raw** (Acclaim)

Super R.B.I. Baseball	Time Warner	SNES
Tarzan	GameTek	SNES, GB, GG
TNN Bass Tournament of Champions	American Soft	SG
Ultima: The Black Eight	FCI	SNES
Wario's Woods	Nintendo	SNES, NES
Wild Guns	Natsume	SNES
Wirehead	Sega	32X/SCD

## 'Enemy' Camps Combine

Sega! Atari! Together! An affiliation between Sega Enterprises and Atari gives Sega worldwide rights to Atari's library of patents. What's that mean? Well, it means that 70 applications and technological advancements developed by Atari can now be used in certain circumstances by Sega. The partnership runs for seven years, and Atari will be paid around \$7 million a year. Sega will also purchase around 4.7 million shares of Atari stock for another \$40 million, giving the company 7.4% of its rival.

The agreement isn't necessarily the joining of two friends — Atari initially brought legal proceedings against Sega for patent infringement, but now all charges have been dropped and the two reportedly will convert video game titles for each other's game machines.

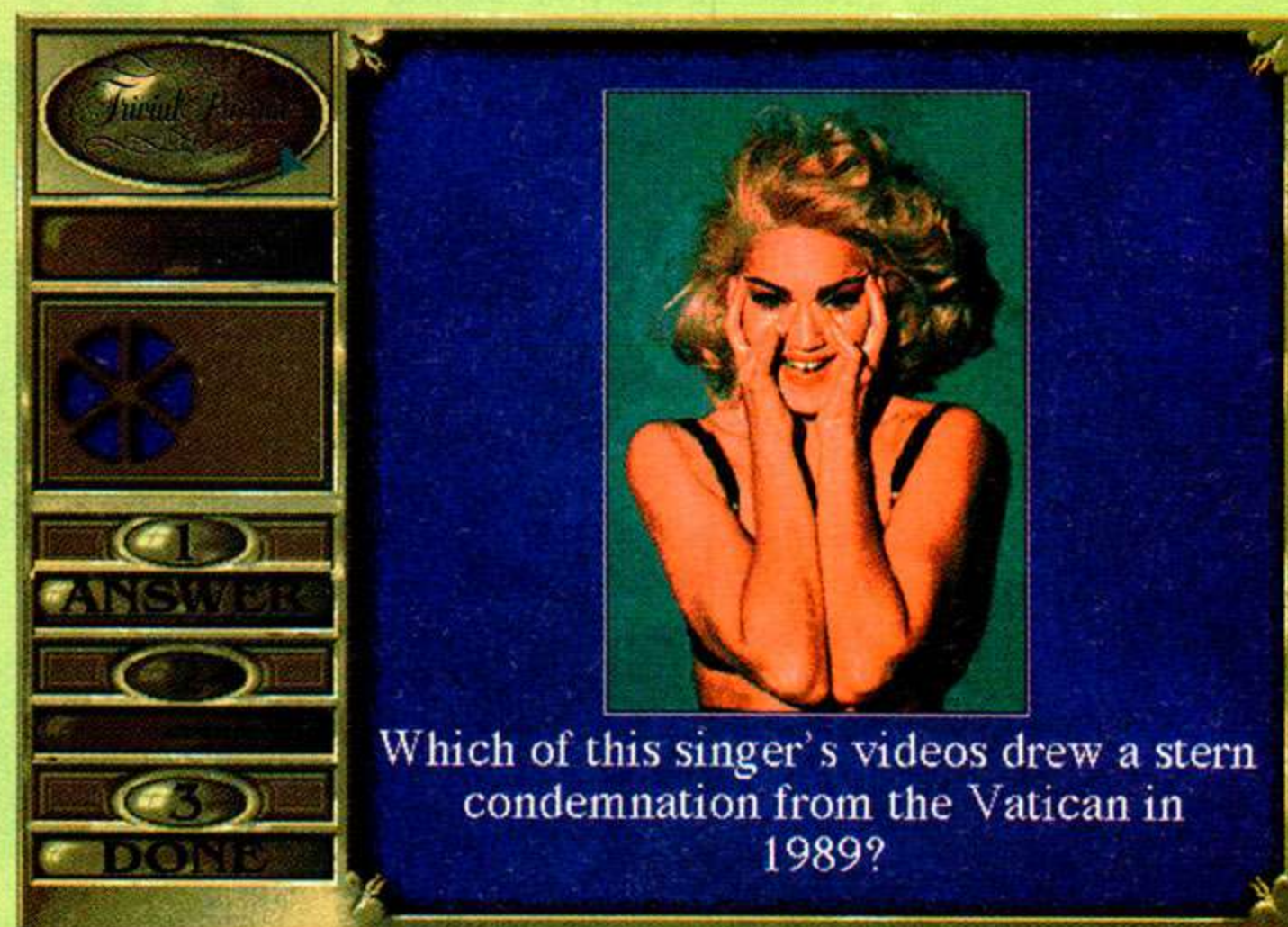
## Nintendo's Top in Japan

Nintendo ranks at the top of Japan's list of most outstanding companies — for the fourth year in a row! For the fiscal year 1994 (that's May 1st, 1993 to April 30th, 1994 to you and us), Nintendo held a 62 percent share of worldwide home video game revenues, making it the largest video-game company in the world. Nintendo has sold more game cartridges this year than in any other in its history.

The listing was part of an annual ranking of total corporate excellence conducted by Hihon Keizai Shimbun, a publication that's equivalent to *The Wall Street Journal* over here. The next two companies on the list were Sony Music Entertainment and Fuji Film. Can't be bad!

Everything you wanted to know about  
**MADONNA**  
in full color multi-media  
interactive video  
but were afraid to ask.

### Trivial Pursuit®



We did more than just ask questions, we used pictures. Movie clips. TV footage. Exciting sports moments. And voice recordings. It's all on Trivial Pursuit™ Sega-CD™, PC or MAC CD-ROM.



There are thousands of amazing multi-media questions and answers about just about everything. So go ahead. Sneak a peek at Trivial Pursuit on CD-ROM. There's nothing to be afraid of.

**Clue**

**MONOPOLY**

**RISK**

Pursue these other great video games from Parker Brothers too.

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# 32X — Who needs it?

**W**ho needs a 32X? According to George Harrison, Nintendo's Vice President, no one does. 'Clearly (*Donkey Kong Country*) will be the biggest title of the season for any platform', says Harrison. 'We want to give our customers every reason not to trade up to other gaming systems, but to show them there's plenty of life left in 16-bit gaming'.

Nintendo is committed to making sure that *DKC* sells. Just look at the price — \$64.95 for a 32-meg cart. But there may be a problem of a different sort around the corner.

In mid-October, Nintendo had 2.2 million orders for *DKC* in the U.S., but was only expecting 2 million carts from Japan. So, while Nintendo has offered to buy back all *DKC* carts from retailers that haven't been sold by mid-January, there's a chance that your copy won't be available when you want it.

Nintendo is still trying to raise the game's visibility by shipping 2 million videos on the making of *DKC* and running a 30 second commercial on the airwaves prior to the November 21 sale date.



## FROM THE ARCADE TO THE 64?

Nintendo's vice president of marketing George Harrison also had a few things to say about the Ultra 64 and the games that will be available for it. 'Killer Instinct and *Cruis'n USA*, arcade games that use Ultra 64 technology, debuted at the AMOA show (see p14) in September and *Killer Instinct* was named best game in the show. At test sites, *Killer Instinct* is earning at a higher rate than *Mortal Kombat I or II*. *Doom* is expected to be released simultaneously with the Ultra 64 and there should be at least ten other titles available.



# Fairy tales can come true

**H**ow would you like to turn on the TV on Saturday morning and watch the *Earthworm Jim* show? This will become reality if a new entertainment company that's being formed follows through with its game plan.

The yet unnamed company is the brainchild of three of Hollywood's hottest folks — Steven Spielberg, founder of Amblin Entertainment, David Geffen, of Geffen Records, and Jeffrey Katzenberg, a former Disney Studios chief.

All three founders have already shown a keen interest in the interactive industry: Katzenberg, who helped start Disney Software; Spielberg, who helped Trip Hawkins recruit and secure investors like Matsushita for the 3DO before its launch; and finally David Geffen, who founded Geffen



Records and has always had an interest in the CD-ROM music market.

Katzenberg was one of the driving forces behind the success of video games like Sega's *Aladdin*, and just before leaving Disney, he showed an interest at last summer's CES in developing an animated television show based on *Earthworm Jim*. Katzenberg is aware of the potential of the video game industry, so don't be surprised

if you see the video game division up and running before they get a movie out the door. Plus, partner Spielberg, who's no stranger to technology, has already hinted that future video-game licensing deals like *seaQuest* and *Jurassic Park* would be brought in-house for more creative control.

The ultimate goal of the company is to create something more than just a movie studio with an interactive division. A spokesperson for Amblin Entertainment says 'You can expect CD-ROMS, video games and every other type of multimedia project in addition to the movies and television programming we'll also be producing'.

'I like the analogy the *Wall Street Journal* used of three fighter pilots starting their own air force', said David Perry, president of Shiny Entertainment, 'We've been waiting to see what Mr Katzenberg was going to do after Disney — I was Wondering if he was going to go for something big and he has'.

Yogi Bear	Game Tek	SNES
<b>JANUARY 1995</b>		
Battletech	Absolute	SCD
Demolition Man	Virgin Int	SNES, SG
Justice League	Sunsoft	SNES, SG
Myst	Sunsoft	SCD
Phantasy Star IV	Sega of America	SG
Rise of the Robots	Absolute	3DO
Rise of the Robots	JVC	SCD
Super Off Road: The Baja	Tradewest	SG
Time Cop	JVC	SNES
Urban Strike	T.H.O	SNES
World Champ Rally	JVC	SNES
X-Men	Capcom	SNES

<b>FEBRUARY 1995</b>		
Battle Frenzy	Domark	SG, SCD
Battletech	Activision	SNES
Clayfighter 2	Interplay	32X
Road Rash 3	Electronic Arts	SG
Skeleton Krew	Core	SG
Time Cop	JVC	SCD
World Champions Rally	JVC	SCD

<b>MARCH 1995</b>		
Greed	Virgin Interactive	SNES, SG
Slam City (with Scottie Pippen)	Digital Pictures	3DO

**KEY:**  
 SCD: SEGA CD  
 GG: Game Gear  
 SNES: Super Nintendo  
 JAG: Jaguar  
 SG: Sega Genesis  
 GB: Game Boy  
 NES: Nintendo  
 Release dates are tentative and subject to change!



## NINTENDO: IT'S TOOL TIME

America's leading supplier of modeling software for interactive 3-D visual simulations has joined up with Nintendo. The company already produces commercial and military applications.

Nintendo of America has signed an agreement with California-based MultiGen to receive 3-D development tools for the Ultra 64. The 3-D technology will enable game developers to design games with real-time 3-D interaction — it's the same technology already used in products ranging from flight simulators to VR environments.

Nintendo has already signed Alias Research of Toronto to develop customized graphics software tools for the 64-bit gaming system, expected in stores at the end of 1995. Nintendo's chairman, Howard Lincoln, says that Ultra 64 game developers will use MultiGen's 3-D technology with Alias's development tools to create its games. 'For example, the power of these tools can be combined to create a game that has real-time 3-D scenes generated with MultiGen's tools along with realistic, movie-quality animated heroes created with Alias' tools', he says.

## Eurotrak

A recent consumer survey conducted by Sega of Europe discovered a very diverse European market. Here are the findings: French video gamers want the latest graphics and special effects, Spanish players are steered toward more family-orientated games, Germans insist on playing a title before they buy and in the UK, consumers depend heavily on video game magazines for buying advice. American consumers remain an enigma. Most try before they buy.

## Compact Disc-count

Tis the season for giving and Sony is doing its part this holiday season by offering a free Sega CD title with the purchase of two others.

*NBA Hangtime '95*, *Mary Shelley's Frankenstein*, *3 Ninjas Kick Back*, and *No Escape* are among the upcoming titles included in the promotion, which began on the 15th December and continues through February of 1995. The promotion is designed to focus attention on 15 of the company's new Sega CD titles that will soon hit store shelves. Consumers are required to send in two proofs-of-purchase from select Sony Imagesoft Sega CD games along with a pack-in card indicating the desired free CD.

Print ads and direct mailings to Sega CD owners will support the promotion, and interested consumers can call (310) 449-2000 for details.

## MORTAL MATH

What do 65 trucks, 11 jumbo jets and hundreds of security personnel add up to? A cool \$50 million in retail revenues if you're Acclaim.

The company's tremendous efforts to deliver 2.5 million *Mortal Kombat II* games to over 15,000 retail outlets paid off in a new record for the biggest opening week in video game history — a benchmark previously held by Acclaim's *NBA Jam*. Acclaim spent \$10 million to promote the game's September 9 release. For reference, consider the fact that *MK II*'s opening week total surpassed those of the summer's top grossing films, including *The Mask*, *True Lies*, *Forrest Gump*, and *The Lion King*.



the **HOT** number

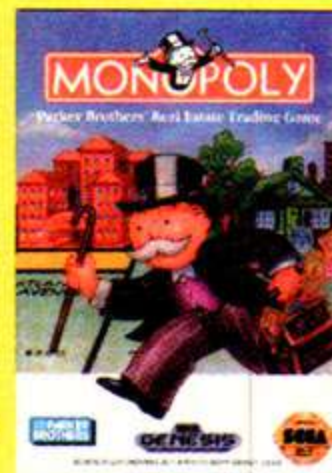
**6**

The number of working Sony PlayStations in existence as of October 15, 1994.

Anyone can animate  
a hedgehog.  
We brought a  
**SHOE**  
to life.



The car drives. The dog runs railroads. And the money counts itself. Monopoly® has just been brought to life on Sega™ Genesis™ and Super Nintendo™. With incredible



animation, graphics, sound and music. Play against real tycoons or the computer. And see just how much fun it can be to get rich in full color 3D animation.

**RISK**

Trivial Pursuit

**Clue**

Try these other great video games Parker Brothers has brought to life.

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**"This game is fantastic!"**

**-Game Informer**

**A "masterpiece...the game has no flaws...the control is perfect."**

**-DieHard GameFan**

**"Top notch animation... perfect!"**

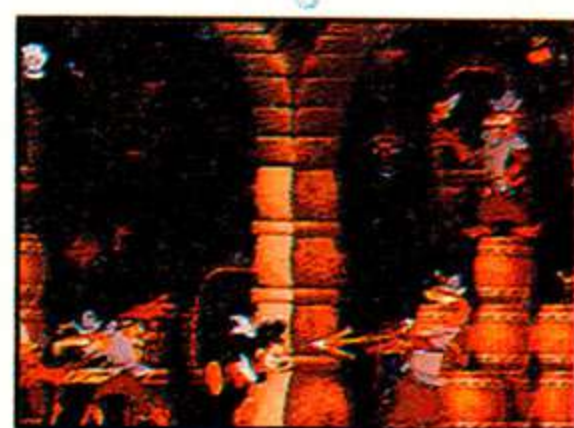
**-Electronic Games**



NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR -- ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEATING YOU WITH BOILING ACID...TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT -- WARMONGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.



THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING...MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! (DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!)



ANIMATED BY  
**Disney**  
ANIMATORS.



**.....IT'S BEGUN.**





There are three difficulty levels, 14 cities and 2,650 miles of roads to race on.

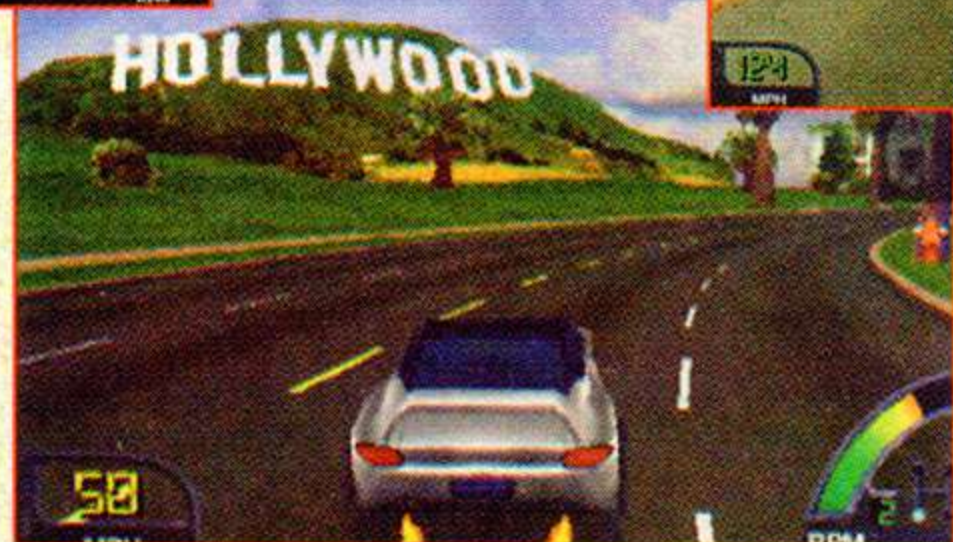
confusion. The game not only looks phenomenal, but it also plays incredibly good! And just think, the arcade version is running on a 32-bit board, without any of the fancy

chips that will be in the finished Ultra 64 home

unit. Nintendo claims that the game will actually be upgraded for home play!



The scenery was filmed on location and recreated for the game.



Check out these winding mountain paths — no more flat race tracks!



The original characters have been given new moves, and they're looking pretty sharp in their new texture-mapped wardrobes.

The difference in graphics between VF and VF2 are most apparent during the close-ups. Akira has a real face!



## CRUIS'N' USA

The three-year evolution of *Cruis'n' USA* is a tough one to follow: it was developed by TV Games for Midway, whose parent company, WMS Industries, had inked a deal to deliver a game exclusively for Nintendo's Ultra 64 arcade/home system.

But the end result is well worth a little



Every detail for every city is intact, making the game super-realistic!

The behind-the-car view is best suited for *Outrun* veterans.



## The Secret Cars Code

This hot little trick doubles your number of cars to choose from!

One of the secret cars is a school bus. Must be Otto behind the wheel...



At the 'Choose Car' screen, simply hold in the View 1 button and use the Steering

Wheel to select a secret car.



You can even choose to be the fuzz! Hey, even The Man can enjoy Cruis'n'!

## Four ways to Cruise

Even if your local arcade doesn't have the top-end Simulator, there's still plenty of ways to go Cruis'n'.



Standard Upright



Deluxe Sit-Down



Twin Deluxe Sit-Down

View 3

View 1

View 2

Start

7 Song CD Selector

4-Speed Gear Shift

Full-Motion Simulator (larger image than other machines)

Reactive Steering Wheel

Stop Motion Button (Simulator only)



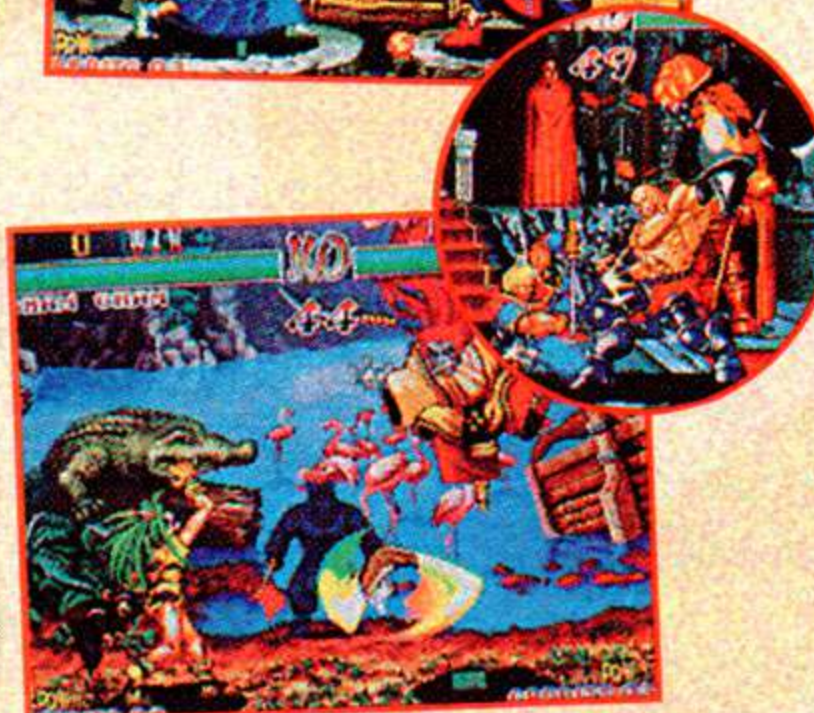
41 RICHARD E. CHAMBERS



## SNK NEO GEO

## SAMURAI SHODOWN II

The Neo-Geo king has returned! The 202-meg game features 15 fighters with incredibly colorful graphics and more of the series' legendary game play.



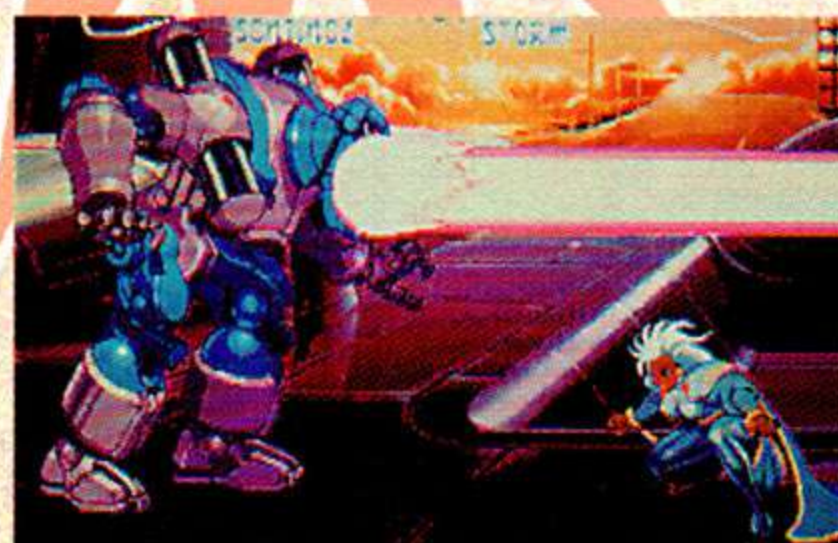
## X-MEN

Capcom's newest brawler wasn't on display, but that's never stopped

Psylocke's Psi-Blade makes her a dangerous foe.



**Game Players** from getting you the latest news and pics!!! The character list includes Storm, Cyclops, Wolverine, Omega Red, a Sentinel, Iceman, Colossus, Psylocke, Silver Samurai, Spiral, and two boss characters: Juggernaut and Magneto. Little is known



Wow! That Sentinel is the biggest character ever in a fighting game!

at this point about how the game actually plays but, from the looks of it,

it's probably not very different from the company's *Street Fighter* and *Dark Stalkers* games.

Omega Red has deadly reach with his tentacles.



Hey, are Cyclops and Spiral sliding down those vines or just jumping?



## THE KING OF FIGHTERS '94

This one clocks in at only a measly 194-megs, but there's still plenty o' punch-'em-up action in there! SNK took the most popular characters from the *Art of Fighting* and *Fatal Fury* series and put them head-to-head in one big brawl.





The sizzling intro screens set the pace for the game, which has graphics very true to the art style in the Marvel comic.



Hey! That's not Cyclop's laser, that's a Ryu Fireball!



**WHO'S BETTER?**

Now you can see who's the mightiest mutant once and for all!

Spiral fills Dhalsim's shoes as the weak character with the best reach.



Choose from ten different X-Men and mutant villains for all-out war! Ten bucks says everyone picks Wolverine.



## AGGRESSORS OF DARK KOMBAT

Yep, it's official. I can no longer discern one SNK fighting game from another. Still, I can't complain too much, since they're mostly all good. But I wonder where they got the idea to spell combat with a 'k'?







# MEAN MACHINES

Last month was a blast and we're back for more! The 3DO and Jaguar are finally showing some life — just wait until you see what these guys have in store for the future! Hey, why wait? Just take a gander at these next couple pages!

## FIFA International Soccer

**W**ow! EA is really starting to heat up the 3DO with games like *Madden*, *Road Rash*, and now *FIFA*. Even gamers who couldn't care less for soccer are gonna appreciate the game's smooth play control and breathtaking visuals. It's a damn-near perfect game!

As if the game's graphic wizardry and crowd-roaring sound effects weren't enough, it also has the usual load of EA features and options. You can enter league or tournament play, all of the official rules are included, there are tons of teams to choose from, and you can even play with up to six of your friends at once! But the best thing about the game is play control. The high view perspective takes the guesswork out of running or passing the ball across the field because you can see exactly where everyone is long before you reach them.

If you only buy one 3DO game this Christmas, and you have at least a shred of interest in soccer, then you can't miss with *FIFA*.



You can choose between various perspectives, from a bird's-eye view to the ball's view.



You can link up to six controllers together for some serious soccer action!

GP Rating **98%**

GENRE	sports
PLAYERS	1 to 6
LEVELS	n/a
DIFFICULTY	variable
SAVE FEATURE	RAM save
MEGS	CD



## COMING SOON



### Kasumi Ninja/Jag

The Jag's answer to *Mortal Kombat*. It's supposed to be twice as gory, featuring spilled blood that never leaves the screen!



### Iron Soldier/Jag

You pilot a giant *BattleTech*-like robot, destroying buildings, tanks, choppers, other robots, and anything else that gets in your way.



### Alone in the Dark/3DO

The spooky PC hit is finally available on a video game console. It's a perfect translation — so perfect it will have you turning on all the lights!



### Gex/3DO

In 3DO's first real platformer, you're a wise-cracking Gekko lizard named Gex who travels through the land of dead TV shows.



### Super Street Fighter II Turbo/3DO

Other than CD access time, this version is said to be 'arcade perfect'.



### Checkered Flag/Jag

The Jag's answer to *Virtua Racer*. You can shift between two different perspectives on the fly, and all of the graphics are 3-D modeled.

### Samurai Shodown/3DO

The best-looking home version yet of the arcade smash (other than the Neo-Geo version, of course.)

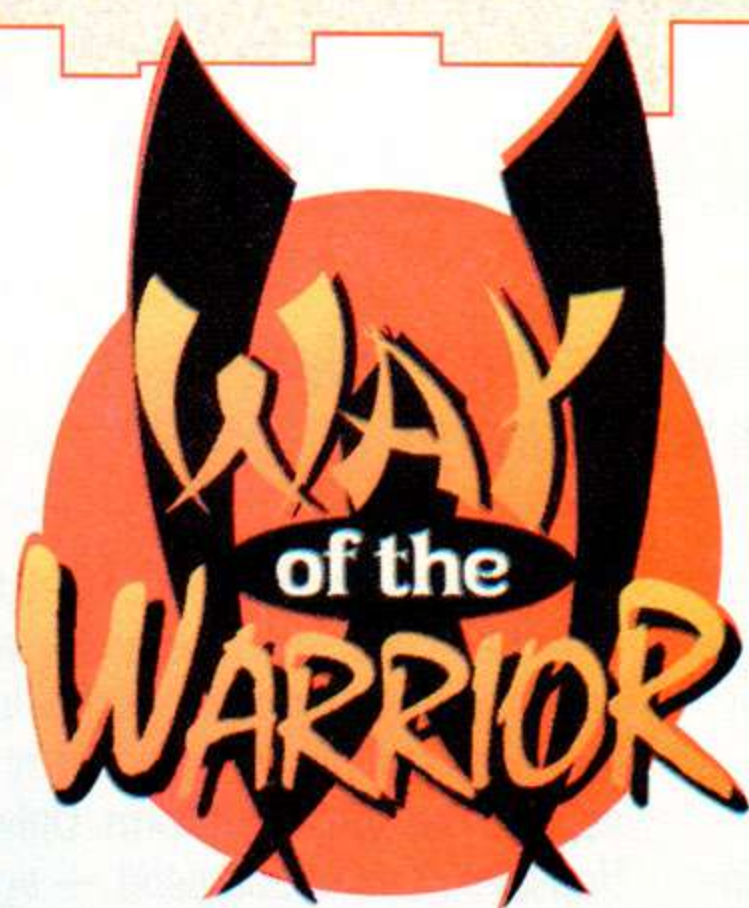


### Doom/Jag

The Jaguar gets *Doom* disease. The PC hit pits your gun totin' soldier against otherworldly demon-type folk.







Strut your funky stuff in 3D0's *Way of the Warrior* with these cool tactics!

## FATALITIES

### KONOTORI

FATALITY 1 (Hat Throw): Sweep Down-Down/Forward-Forward, LS + A  
FATALITY 2 (Stork Drop): Jump towards, then D + RS + C while directly above enemy

### SHAKY JAKE

FATALITY 1 (Staff Impale): Charge back, Forward + LS while close  
FATALITY 2 (Barbecue): Sweep Down-Down/Forward-Forward, C + RS

### NOBUNAGA

FATALITY 1 (Sword Decap): Sweep from Down-Down/Back-Back, LS + RS  
FATALITY 2 (Slice in Half): Charge back, Forward + LS

### FOX

FATALITY 1 (Impale): Sweep Down-Down/Forward-Forward, A + B + C  
FATALITY 2 (Overhead Smash): Taunt, A + LS while close

### MAJOR GAINES

FATALITY 1 (Super Suplex Toss): Taunt, A + LS while close  
FATALITY 2 (Back Breaker): While pumped-up, RS while close

### THE NINJA

FATALITY 1 (Disembowel): Sweep Down-Down/Back-Back, A + C while close  
FATALITY 2 (Death Zap): Sweep Down-Down/Forward-Forward, LS + A

### CRIMSON GLORY

FATALITY 1 (Back Break): Taunt, Forward + RS while close  
FATALITY 2 (Head Explode): Sweep Down-Down/Back-Back, A + B + C

### NIKKI CHAN

FATALITY 1 (Blow Off): Charge Back, C + RS  
FATALITY 2 (Heart Breaker): A + B + C while close

### THE DRAGON

FATALITY 1 (Power Kick): Taunt, Sweep Down-Down/Back-Back, C + RS while close  
FATALITY 2 (Head Slap): Charge Back, Forward + LS while close

### KULL THE DESPOILER

FATALITY (The Grind): Taunt, Forward + A + B + C while close

### HIGH ABBOT

FATALITY (Extra Crispy): Taunt, Sweep Down-Down/Fwd-Fwd, LS + A

### CODES

TO PLAY AS KULL: Enter 'A Gavin', date of Jun 11, 1970.  
TO PLAY AS HIGH ABBOT: Enter 'J Rubin', date of Jan 6, 1970.  
PSYCHEDELIC MODE: Enter 'Paranoid', date of May 5, 1975.  
TUG O' WAR MODE: Enter 'Tug-o-war', date of April 16, 1964

# Alien vs. Predator



The Alien uses his claws, tail, and fangs to whack foes around, and it can wrap its victims in a cocoon to hatch new Aliens.

System: Jaguar •  
Publisher: Atari •  
Developer: Rebellion •  
\$69.99 • now available

Finally, a game that shows us what the Jaguar can really do! People have



been saying 'what a great piece of hardware' for far too long without any super software to back it up. But Jag fans finally have something to cheer about now that the long-delayed *Aliens Vs. Predator* has arrived.

The game lacks in originality — it's an obvious *Doom* rip. But everything about it has been done to near-perfection, from the grimly-shaded graphics to the silky-smooth play control. The game is also faithful to the AVP license, portraying very authentic representations of the Alien, the Predator, and even a Colonial



The Predator can sneak around invisibly, but he must reveal himself to his foe before killing him or he loses valuable honor points.

Marine for players to pick from. The Alien's mission is to find and protect its Queen, while the Predator, on the other hand, wants the

GP Rating **90%**

GENRE	action
PLAYERS	1
LEVELS	15
DIFFICULTY	average to hard
SAVE FEATURE	battery
MEGS	4

Queen's skull for his trophy case. Caught in the middle, the Marine simply wants to stay alive!

If you plunked down the dough for a Jaguar, this is the first game that you simply must buy. It's so good, that it almost washes out the awful aftertaste of *Trevor McFur*. Almost.



AHHH!! There's nothing like the rush that you get when you open up a door and a pack of Aliens come charging out at you! 'Game over, man! Game over!'

3D0/JAGUAR



## GAME GOSSIP



**It's that time again — time to head for the tastiest gossip you can find! We hope you're hungry!**

### Super Scoop!

Here it is! The very first and only pix of the upcoming 32X *Sonic* game! Not a lot is known about this cart, except that Sonic, Tails and the rest of the crew are gonna be rendered using 3-D workstations. Sonic is expected to streak onto the 32X sometime in '95! Sega of Japan's development team has been working on the game for almost a year. You can also look for the arcade hit *Wing War* to come to 32X in '95.

### Nintendo can do!

In the 'guess what we plan to do next' department, Nintendo still has quite a few aces up its sleeve. One of those trump cards include a 44-meg SNES game, currently in development. Insiders won't say who, or what characters the game might feature, but Mario genius Miyamoto is involved. Also in the wings, a 24-meg *Yoshi* game sprinkled with Super FX magic. Nintendo's also churning out new chips that expand the capabilities of the SNES. The first chips are gonna be available immediately to third party licensees. One of the chips boosts the processing speed of a cart by 4 times — and might boost the price as well. And if that just isn't enough, check out *Mega Man*, using a new special weapon — graphically



**Sonic 32X:** The hedgehog comes to your Genesis via 32X. But is Knuckles gonna make the jump as well? It's very likely.

enhanced, courtesy of a special MM chip — in *Mega Man X II*. So maybe what they say about the SNES not being outdated is true after all...

On the Ultra 64 development front, only a handful of third-parties have actual Ultra 64 development kits and the word is that many developers are gonna be buying Midway/Ultra 64 coin-op machines and reverse engineering the technology to find out what makes it tick. Free enterprise, I love it! Hey kids, how about some meg sizes for some Ultra 64 games? *Killer Instinct* is gonna clock in at around 200-megs and *Cruise 'N' USA* will slide by with a cool 80-megs.

Yes, it's true. Nintendo plans to cut back on its SNES releases next year. Supposedly only seven Nintendo-made games are gonna be produced in '95. The big 'N' is gonna concen-

trate on hotter titles like *D.K. Country*.

### Nintendo's V.R. Gets in Gear

If you've been following our news section, you've obviously read all about Nintendo's new 32-bit VR system. (The system has already been unveiled at the Japanese Shoshinkai

Festival by this time.) Now codenamed 'VR32,' the system is supposedly a handheld unit that may possibly end up replacing the Game Boy. The 'VR32' produces its 'VR' magic without using a head-mounted display — possibly with goggles or even some kind of projection gun as we reported earlier — but all of

this remains unconfirmed. Finally, rumors have been circulating regarding a meeting where Nintendo met with some six licensees and asked them if they would support the 'VR32' platform. Only two — Hudsonsoft and Squaresoft — agreed, and possibly are already working on some software for the system. We're gonna keep you up to date as more info develops on the mysterious 'VR32'.

### A (Third) World Party

Meanwhile, on the third party battlefield, *Earthworm Jim II* is already in the works, as well as a Sega CD version of the worm with the most. Look for an American version of *Ogre Battle* from Enix, *Mystic Quest II* from Square Soft (currently called *Chrono Trigger* in Japan,) and look for Atlus to become a 3DO licensee with a 3-D polygon horror game that closely resembles *Alone in the Dark*. Ask your PC friends, they know what it is. Yet another hot PC title on it's way to 3DO is *Quarantine*, a futuristic version of *Doom* played from a taxi cab. Finally, if you're a fan of *Road Rash* look out for *Need for Speed*, truly coool 3DO stuff. A hot title from Sega of Japan that should make it

stateside is the *Sonic/Sparkster*-like Megadrive title, *Pulseman*. The game has a very *Sonic*-ish feel to it. It's cookin... If you dig the music from games like *Actraiser*, *Streets of Rage* and *Shinobi* check out *Eye of*

*the Beholder* on Sega CD, it also features the music of Yuzo Koshiro. Killer tunes...

### The Rest of the Story

Sony also won't be able to make the PS-X's \$300 price point as previously promised. It is gonna offer awesome games like *Doom 2* and Capcom's *Darkstalkers*. The only competition for the PS-X? Well, until Nintendo releases the specs on the Ultra 64, the winner is the 3DO M2 unit, which is an add-on that upgrades the 3DO to a 3DO-2. With the Japanese launch of the Saturn, retailers are being pressured to drop the 3DO price tag to 39,000 yen or, for those of you who don't know what a yen is, that's \$375. See you dudes in thirty. **GP**



**Doom 2** coming to Ultra 64 in late 1995.



**Killer PC** action courtesy of Gametek in *Quarantine*. Now it's coming to the 3DO!





**STRAP IN.  
DRINK FUEL.  
EAT ASPHALT.  
BELCH FIRE.**

**WHO  
SAYS YOU  
HAVE TO SPEND  
THE REST OF YOUR  
LIFE DOING TIME IN THE  
FAMILY SEDAN?**

## MICHAEL ANDRETTI'S INDY CAR CHALLENGE

Michael Andretti's Indy Car Challenge will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.



Hold on for the ride of your life in the one-player mode!



Challenge a friend for head-to-head racing in the split-screen two-player mode.



Custom replay option lets YOU set the camera angles.

**16 tracks** of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive



"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."

*Michael Andretti*  
Michael Andretti

**"A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"**  
Nintendo Power, Sept. 1994

every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

Speed down to your local retailer and get Michael Andretti's Indy Car Challenge. Just remember: the race begins after you get home.



**Bullet-Proof Software**

8337 154th Avenue N.E., Redmond, WA 98052







# TECH TALK

Hi-dee ho, ho, ho, gamers! Santa's coming any day now! It's important to get your goodie list together, so the jolly, fat man knows exactly whatcha need! Of course, **Game Players** would like to help any way we can, and even though we can't be good for you all year, we can give you this handy Top Ten list that should make Mom's holiday shopping much easier!

## Top Ten

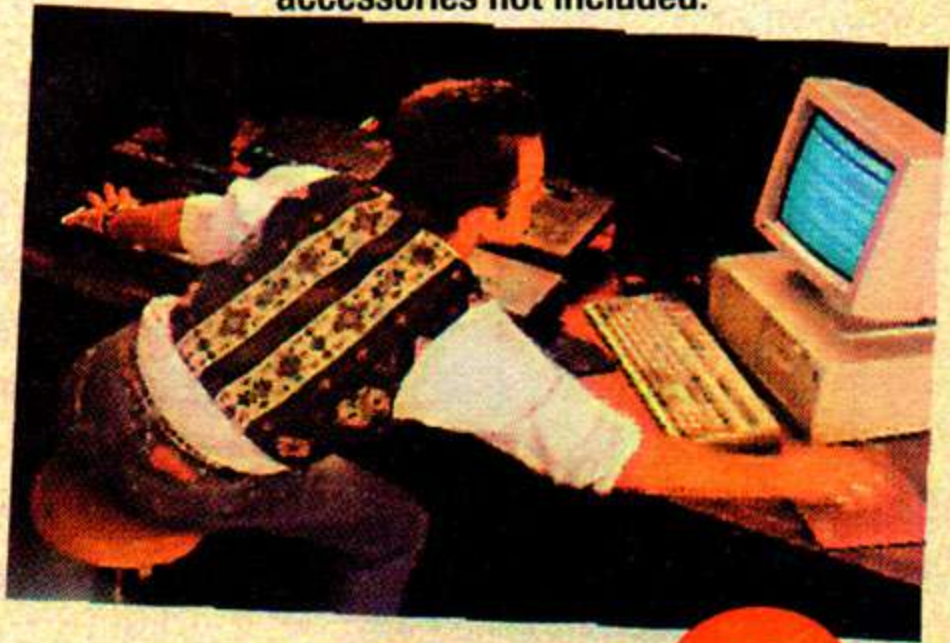
Our most wanted hardware hits for the joyous holiday season!



10

### A Powerbook

Do your homework in style with a trendy Apple Powerbook. A must have for the gamer on the go! BMW, gold chains and other accessories not included.



### A Home Midi Studio

Make your own techno video game music with this killer rig! 2 Unlimited's got nothin' on you, right homey?

8

### A Home Theatre

Not only are you gonna be able to watch your letterboxed version of *Jurassic Park* or *Street Fighter: The Movie*, on this mondo-nifty tube, but imagine playing *Virtua Racing* in Super Pro-Logic, Dolby THX Surround Sound. You think that's what you're gonna be watching, but you know your Dad's gonna be holding on to the remote control for dear life.



7

### A Multimedia Pentium Computer

Surf the Internet with this hot-rod for the information highway, or just play all the real cool PC games that are coming out.

### A Virtual Reality Set Up

Virtual Reality is hotter than ever and more accessible to home players than it has ever been before. Plus, it gives you

something to do if you can't get a date on Saturday night.



6



### A 3DO

5

With hot titles like *Road Rash*, *FIFA Soccer* and *Way of the Warrior*, this system has more than potential — it has promise! Plus, add the awesome fractal program for your audio CD's and you can relive those fabulous '60's! Sign us up!

4

### A 32X

Next generation video-gaming is here now on 32X! An incredible add-on for your Genesis and, unlike the other gaming machines waiting in the wings, the 32X is here now!



### A Sega Saturn

Sega's 64-bit monster is gonna bring home great tiles like *Virtua Fighter* and *Daytona*. You got a big TV and some soda — and you got a party! Of course, it helps to have some friends as well. Welcome to the next level, indeed!



3

### Ultra 64

2

Nintendo is patiently waiting in the wings to blow your mind with the world's most awesome piece of hardware! You haven't seen anything this cool since the DeLorean time machine in *Back to the Future*. Have we mentioned that the Ultra 64 is gonna fly? You bet it is! — right off the shelves!

And now the most coveted hardware goodie of all...



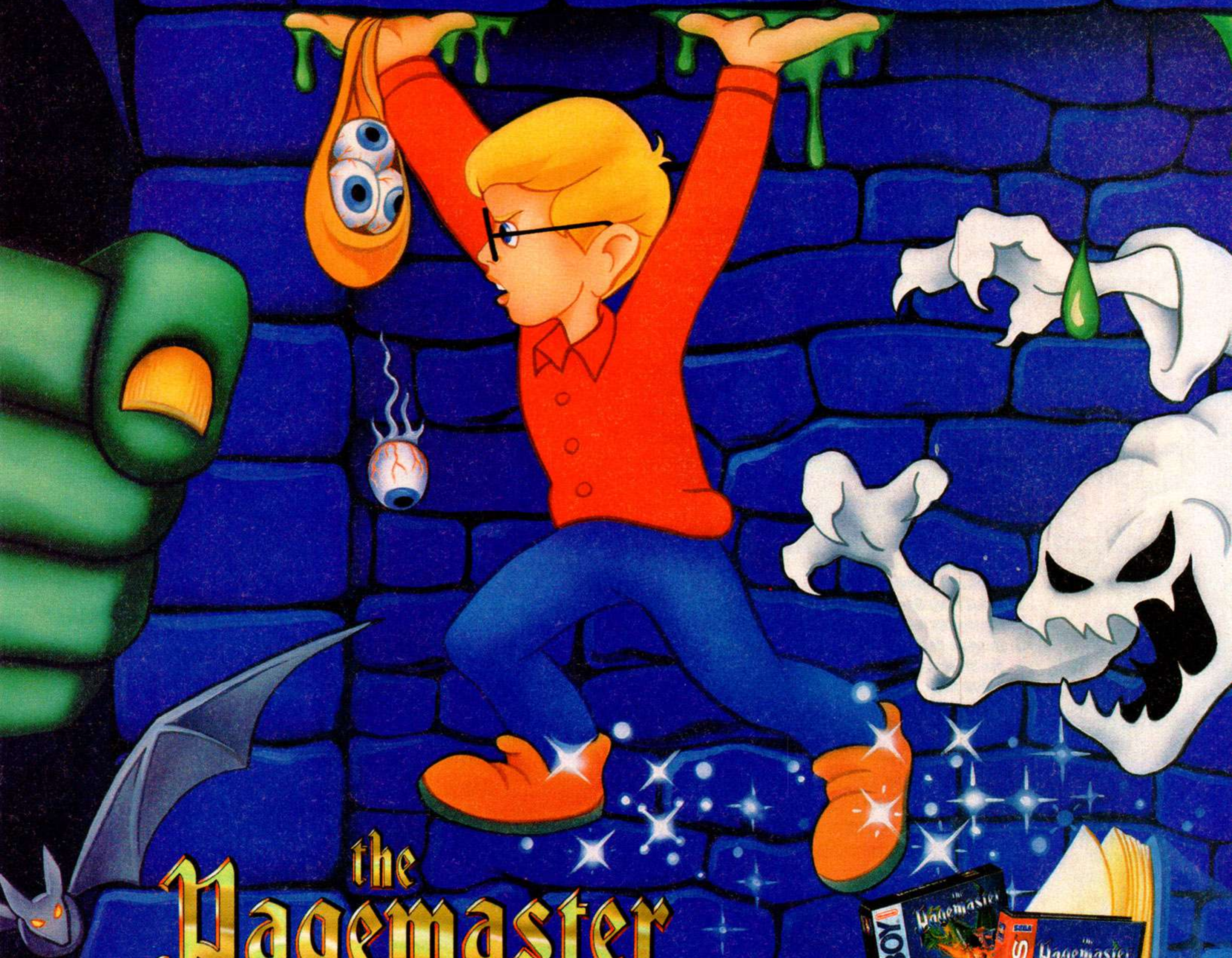
### The Sony Playstation

1

With electronic giant Sony entering the world of interaction, the Playstation may be the most anticipated gaming machine on the face of the planet. With incredible CD quality music, graphics and enough processing power to launch the Space Shuttle, it's a must have. Too bad it won't be available in the states until '95. **GP**



# GLOP! SQUISH! SPLAT!



## the Pagemaster



Escape from danger  
with sticky hands!



Fight fire-breathing  
dragons!



Swing a sword to defeat  
pirates!





# Rising Fun

After covering the import section for several months, Mike Salmon is making big strides. Now he even reads the Japanese video game mags right-side up!

This month we have a couple of newcomers on the import list. *Dragon Ball Z 3* jumped off the shelves and right to the top of the list, as expected, and *Samurai Spirits* (*Samurai Shodown* here) slashed up to the number two spot. *Fatal Fury Special* held strong at number three, but both *Samurai Spirits* and *Fatal Fury Special* should drop dramatically when the U.S. versions come out.

You ask, 'So when are we gonna see a U.S. version of the *Dragon Ball Z* series?' The people at Bandai were very tight lipped about whether they're gonna translate the game to a U.S. version. Considering the limited success that Bandai has

TOP TEN IMPORTS	
The Japanese imports selling most in the U.S.	
GAME	SYSTEM
1 <i>Dragon Ball Z 3</i>	Super Famicom
2 <i>Samurai Spirits</i>	Super Famicom
3 <i>Fatal Fury Special</i>	Super Famicom
4 <i>Dynamite Headdy</i>	Super Famicom
5 <i>Dragon Ball Z 2</i>	Super Famicom
6 <i>Yu-Yu Hakusho 2</i>	Super Famicom
7 <i>Pulse Man</i>	Mega Drive
8 <i>Ranma 1/2 Part 3</i>	Super Famicom
9 <i>Final Fantasy 6</i>	Super Famicom
10 <i>Gundam GX</i>	Super Famicom

had in America, I wouldn't hold my breath waiting for a U.S. copy of *Dragon Ball Z*. So, if you must partake in the fighting action, your only hope is to get your hands on the import version.

Other Super Famicom games to keep an eye on: *The Firemen*, *Live A*

*Live*, *Chrono Trigger*, and *Breath Of Fire II* (the sequel to the very well done *Breath Of Fire*. Now where's the U.S. sequel?). Until our tormented paths cross again, fill your days with substance and spend your nights sleeping it off. **GP**

## SAMURAI SPIRITS

Publisher: Takaru • \$99.99

Genre: Fighting • System: Super Famicom



The rest of the game plays without any need for knowledge of Japanese. You just need to know special moves like this.

## Converted!

Play all the newest imports on your SNES and Genesis for only \$25. The convertor is also available for Sega CD for \$50. You can get these converters and all your import needs from Game Stuff and other importers — check the ads in this issue.



Hey, now there's the token fat guy. Bet you his special move has something to do with a belly flop.

## DRAGON BALL Z 3

Publisher: Bandai • \$99.99

Genre: Fighting • System: Super Famicom

Yow! It's back and it's hot as ever! *Dragon Ball Z 3* has got several new characters, new moves, and new backgrounds. However, the gameplay is exactly the same as the first two. If you've already experienced a *Dragon Ball Z* game, this might be worth getting for the new charac-



This little spiky haired guy is back, but at least his hair got taller.



Intense intro screen and mood building music get you ready for action.

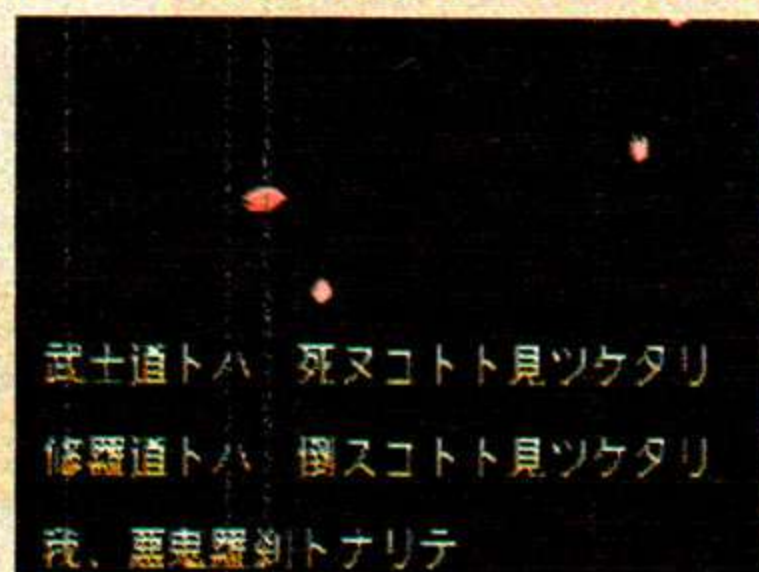
## WHAT'S A FAMICOM?

A quick key to let you know what is what and who is who!

Super Famicom	SNES
Famicom	NES
Mega Drive	Sega Genesis
Mega CD	Sega CD

We know it as *Samurai Shodown* and many love it over here. This game jumped right up the import charts, mainly because it was released before the American version. For the most part, these are exactly the same games. The only difference between the two is the American version uses English, while the Japanese version uses Japanese (surprise). This game is stocked full of special moves, a variety of characters, and some great fun. If you prefer your games in Japanese, then this is a game you want to grab. The English version should be available in the U.S. shortly, if you have the patience.

The all-Japanese intro screen either helps you brush up on your foreign languages or just plain confuses you.





# YOU'VE JUST BEEN DEALT A KILLER HAND.



**MARVEL  
COMICS**



**CAPCOM**

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# It's like Game Boy on steroids.

Now play your Game Boy games **in color** on Super NES.

Imagine this. You're playing all your favorite Game Boy® games on a giant 26-inch screen. And **everything's in color--** colors you've chosen yourself.

And even though

they're



Game Boy games, you're playing them through your Super NES®.

You're thinking, whoa, these Metroid hatchlings just quadrupled in size and they're purple! Is this really happening?

Yup. It's **Super Game Boy®**. And you don't have to be a super genius to figure it out.

Just put your favorite Game Boy game into the Super Game Boy accessory, stick the Super

Game Boy into your Super NES and **ta-dah!**

The most excitement your TV has had since it got cable.

So now you've got **a whole new game library** for your Super NES for about the price of a single Super NES game! And it's all so huge and in color. What could be cooler?

Uhhh... nothing. Super Game Boy is pretty much the **coolest thing ever**. So get one. And while you're there, pick up new Donkey

Kong™, the first Game Boy game to take full advantage of the amazing and mystical powers of Super

Game Boy. But don't make Mario yellow. We heard he hates that.



CRANK UP THESE CLASSICS ON SUPER GAME BOY AND THEY BECOME ALL-NEW BATTLES.



**Super**  
**GAME BOY**  
A C C E S S O R Y





*Eenie beany, chili beany, the spirits are about to speak. Are they friendly spirits? Friendly? Just listen. Who else could give you the scoop on all these great games that haven't even been released yet?*



This little Mega Man packs a lot of firepower.

## MEGA MAN X 2

Capcom for SNES

Mega Man is back for more action, in *Mega Man X 2*. Apparently *Mega Man 11* just didn't sound cool enough. Either way, Mega Man is starring in his 11th title, which, as always, promises to be the best yet. Expect much of the same action and adventure as its predecessors, and some new twists in this January release. If you're a Megamaniac or you just love good gaming, you want to look here next month for more info on this title.



With bosses like this, *Mega Man X 2* won't be an easy game.

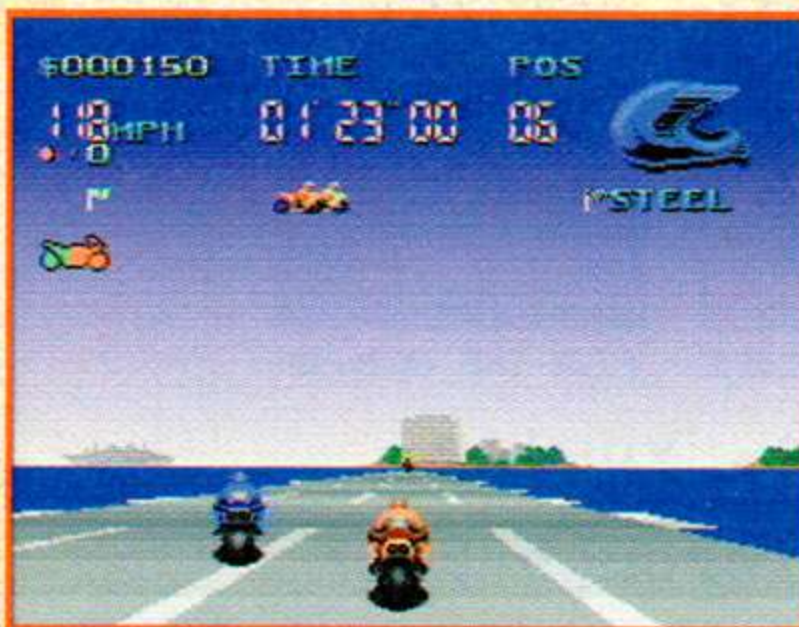
## FULL THROTTLE RACING

Gametek for SNES

A *Road Rash* type motorcycle racer and a jet ski racing game in one. This has all the racing game goodies — upgrading equipment, circuit standings, and kicking your way to victory. *Full Throttle* looks to be packed with full-throttle fun, including split screen two-person action. We're gonna wait to see if this game stays afloat, or sinks like a Mafia nark when it comes out in November.



You and a friend can hop on a jet ski and duke it out, without spending thousands of dollars.



Take it to the road and test your mettle on a variety of courses.



Tarzan looks like Robin Hood, shooting down enemies with his bow and arrow.

## TARZAN

Gametek for Game Boy

It's a jungle out there, but you're Tarzan, so bring 'em on. The tranquil-

## ACME ANIMATION FACTORY

Sunsoft for SNES

Future Picassos and Michaelangelos can get a head start with this innovative painting program. *ACME Animation Factory* lets you paint, draw, and create animation

sequences. You

don't have to be art inclined to make these pics look good, just use some stock Warner Brothers art and you're off and running. This is not



Bugs in black! Make the bunny evil. It can all be done.



a game, but fun can be had if you're into animation and art. If all goes according to plan *ACME Animation Factory* should be on the shelves by the time you read this.

Slap some paint on that canvas and bring your visions to life.





Swinging, as promised! Only wish you could hear Tarzan yell.

lity of Tarzan's jungle has been broken by evil poachers, explorers, and fire. As Tarzan, you must conquer evil adversaries to save the jungle. Our chest pounding hero has a knife, bow, brute strength, stamina, and a loud yell to get through the many hazards. Game Boy owners, prepare yourself for some vine-swinging action that jumps off the tiny screen in January.

## MASKED RIDER

Sega for Sega CD



Intro screen looks good and scary



The Masked Rider squares off against the ultimate enemy.

Run away from and fight mutant death machines, in this all full-motion video game expected in November. The screens look good, but is there a game here? We've yet to run through *Masked Rider*, but most games relying on FMV lack tremendously in the gaming area. We cross our fingers and hope *Masked Rider* provides some solid action, or at least *some* action.



## SONIC BLAST MAN 2

Taito for SNES

In the original *Sonic Blast Man*, our hero saved the world from certain doom. Guess what? Certain doom is upon us again this November, and who ya gonna call? Ghostbusters? Superman? Elvis? No, you're in need

of Sonic Blast Man and this time, he has friends. Joining Sonic Blast Man are Captain Choyear and Sonia, and together they must save the world from the



Sonic Blast Man gives a beatin' to his faceless foes, but they keep coming back for more.



Play as Sonic Blast Man, Captain Choyear, or the beautiful Sonia. The choice is yours.

world from the evil Yafu. Fans of the original are sure to get a bang out of this high-powered sequel. We wait to see if this game is a real blast, or just a thing of the past.



Whoa! Planes, helicopters, and boats have you feeling a little outnumbered.

## OPERATION THUNDERBOLT

Taito for SNES

Is your light gun collecting dust? Well have no fear, Taito is bringing you *Operation Thunderbolt*, a fast paced shoot-'em-up game. One or two players can rip through the enemy forces in this high-octane adventure. You can pick from any of the seven specialists, then just start shootin'.

Rapid firing at a bevy of bad guys is nothing new, but it's still damn fun.

this is your kinda fun, then make sure you stock up your ammo and get ready for *Operation Thunderbolt*, coming out in November (hopefully).



Depth monitor and everything a fisherman needs (Well, almost everything).

## BASS TOURNAMENT OF CHAMPIONS

American Softworks for SNES

Can't get enough fishing on your favorite lake? Not enough fishing shows on TV? Or are you just bored out of your skull? If any of the above is you, you're sure to get lured in by the fishing action of *Bass Tournament Of Champions* due in November (beer and mosquitos not included).



Here you are on a boat, on a lake, waiting... waiting!

FIRST GLIMPSE



# Mommy, what are those two SEGA machines doing?



Doom™

???

*[ They're making an  
arcade system, dear. ]*



Virtua Racing™ Deluxe



Golf Magazine® Presents  
36 Great Holes  
Starring Fred Couples



Star Wars® Arcade



"ménage à trois"

**GENESIS 32X**

**is next**

WELCOME TO  
THE NEXT  
LEVEL™





Motocross Championship™



Cosmic Carnage™

Welcome to the portion of the ad written by our lawyers: This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega systems. Sega Genesis, Genesis 32X, Virtua Racing Deluxe, Motocross Championship, Cosmic Carnage, and Welcome To The Next Level are trademarks of SEGA. © 1994 SEGA. All rights reserved. Doom is a trademark of Id Software. Star Wars is ®, ™, and © 1994 Lucasfilm Ltd. All rights reserved. Golf Magazine is a federally registered trademark of Times Mirror Magazines, Inc.

Attaches to your Sega Genesis to bring the **32-BIT GAMING EXPERIENCE** home.

### 32-BIT POWER AND PERFORMANCE

- 40 times faster than 16-bit machines.
- Over 32,000 colors & realistic 3-D graphics.
- Full library of new 32-bit games (and plays all 16-bit Genesis & Sega CD games!)

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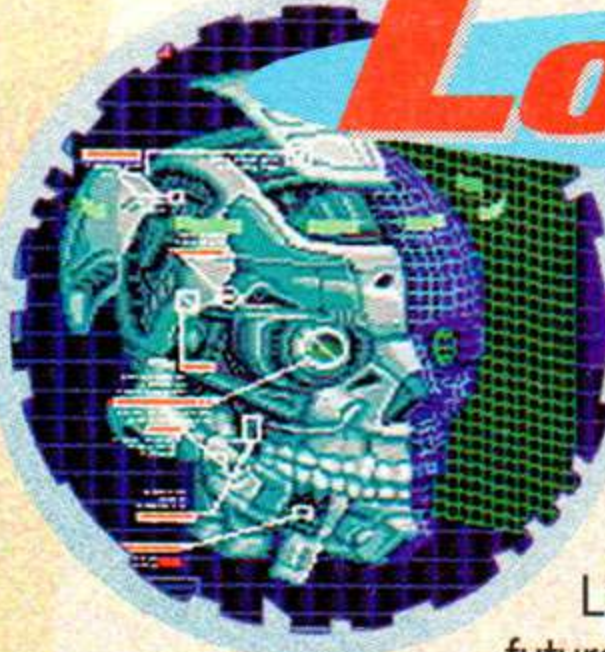
CALL 1-800-771-3772 FOR GAME RATING INFORMATION.



**SEGA**™



# LOOK TO THE FUTURE



Check out these upcoming games that we'll be reviewing next month!

## SNATCHER

### Attack of the Pod... robots?!

Life is pretty grim 50 years in the future. After a terrible biological accident killed the entire population of Europe, it didn't look like things could get much worse, but they have.

Mankind's latest threat are the 'Snatchers', biomechanoid creatures capable of killing a human and taking over his or her body, effectively replacing them. Are they extraterrestrial, demons from another dimension, or part of some political conspiracy? Nobody knows.

As Gillian Seed, you're a 'Junker,' an investigator assigned

### SEGA CD info

PUBLISHER	Konami
DEVELOPER	Konami
AVAILABLE	now
GENRE	RPG

to track the source of the Snatchers and eliminate them. Trouble is, you don't know who you are! You were discovered two years ago in Siberia along with your wife,

Jamie. Both of you have amnesia and have no memory prior to being found.

*Snatcher* is a graphic adventure set in a bleak future. Billed as a 'cyberpunk RPG,' it uses digitized dialogue and CD music, and occasionally breaks away into action sequences which are compatible with Konami's Justifier light gun. Is it cool? Oh yeah.



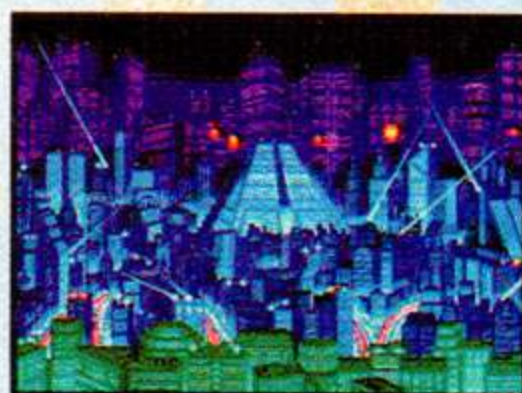
Soon after joining the force, the only other investigator is killed — and then there was one... As you might guess, *Snatcher* has a harder edge than most games.



Chief: We do know that they kill, copy the appearance of their victims, and take their place in society. And that their numbers are increasing.

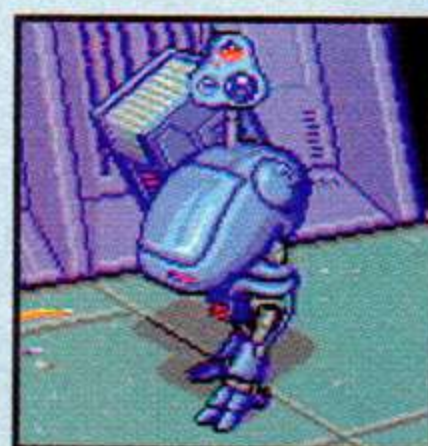
As Gillian Seed, your job is to track down and eliminate the 'Snatchers,' biomechanoid monsters who can

duplicate and replace humans. Where do they come from? Well, it's your job to find out!



This is the city of Neo Kobe. It doesn't look like much, but it's home.

At Junker HQ, you meet all the other folks who help with your investigation.



Your investigation is aided by a personal robot, Metal Gear. He can collect and analyze evidence, give warning of an impending attack, and provide comic relief.

Is it some kind of law that every investigator has to run into a bunch of pretty suspects and helpers? Guess so...

Fortunately, you're a man of action — come and get me, you body-snatching scum suckers!



Neo Kobe is an odd place, and you meet some strange folks, that's for sure...



## RADICAL REX

### Too hip to be extinct!

Not enough games these days feature dinosaurs who ride skateboards. Here to remedy that situation is Rex, last hope of the jurassic era, and way too hip to be extinct.



Ever wonder how a reptile would manage being a skate rat? Here's your chance to check out the action!

As dinosaurs go, Rex is kinda talented. He can breathe fire, roar,

ride a skateboard, and do all kinds of strange and wondrous things. Cold-blooded? I don't think so. He's cute, and ought to appeal to the younger gamer in all of us.

Never met a dinosaur who breathed fire I didn't like. Sic 'em Rex!

### GENESIS info

PUBLISHER	Activision
DEVELOPER	Beam Software
AVAILABLE	now
GENRE	action





## SYNDICATE

Concrete overshoes for a retirement gift?!

In the not-too-distant future, the world is run almost totally by giant corporations, or Syndicates. As a top-level Syndicate executive, it's your job to send highly trained and tightly controlled strike teams

### GENESIS info

PUBLISHER Electronic Arts

DEVELOPER Bullfrog

AVAILABLE now

GENRE action/strategy

to hamper the operations of rival corporations — in this day and age, the phrase 'hostile takeover' has a far too literal meaning!

There are over 50 missions to accomplish, from assassinations to sabotage. You have to watch your back while plotting the downfall of your corporate enemies — remember, in big business, there's always someone greedier than you!



After assembling your strike teams, send them into enemy cities to wipe out all opposition. Just keep in mind that they're not likely to sit there and take it without hitting back.

Assemble your strike teams from a pool of highly skilled and remotely programmed agents — now is not the time to be cheap!

## BRUTAL: PAWS OF FURY

Claw your way to the top!

A unique and interesting release on Sega CD hits for SNES and Genesis. In the crowded field of fighting games, nobody has quite taken this approach: put a bunch of furry animals into tournament and let 'em fight it out!

### SNES info

PUBLISHER Gametek

DEVELOPER Gametek

AVAILABLE now

GENRE fighting



Brutal provides you with eight characters. All of them are as skilled as they are fuzzy.

Brutal for Sega CD flew off the shelves over the summer, and the SNES version has even prettier graphics. Fight as the Kung Fu Bunny, Tai Cheetah, Foxy Roxy, or any one of the ten cartoon animals who have gathered to compete for the coveted 'Belt of Heaven.'

The game's most unique feature is its Belt system: you begin not knowing any special moves, and the game teaches them to you as you defeat your opponents.

Then later you can use your special moves against human opponents by putting in your own personal password. They're cute, they're deadly, they're Brutal!



If you ever wanted to knock the stuffing out of someone, now's your chance.



The game's most unique feature is its Belt system. The game teaches you new special moves as you defeat opponents.



The SNES version improves slightly on the graphics in the Sega CD version — nice, isn't it?

ON THE HORIZON



# LOADSTAR: THE LEGEND OF TULLY BODINE

Any relation to Jethro?

It's 2103, and a strict set of laws requires all industry and agriculture to move off-world to protect the Earth's environment. As a result, the Moon is criss-crossed with high speed magnetic tracks and trains.

When you've got precious cargo to haul, you call Tully Bodine. This Sega CD title features full screen digitized video and a cast that includes Ned Beatty. Anybody for blowing some suckers off the rails?



The game features full-screen digitized video and a few name stars.

## SEGA CD info

PUBLISHER	Rocket Science
DEVELOPER	Rocket Science
AVAILABLE	now
GENRE	action



Make a wrong move and — oops, there's a bad turn!

And here's the game! Flying along the rails and blasting anything that moves — well, almost anything.



## WWF RAW

To be the man, you gotta beat the man!

Just when you thought it was safe to get back in the ring, Acclaim brings you the

latest in high-powered wrestling sims (uh, yeah). The game features a full cast of 12 superstars, including the WWF's first female wrestler, Luna Vachon.

Each wrestler now has a whole set of stats that affect the competition, like

weight, strength, and endurance. As an added bonus, in addition to all the star's real-life signature moves, this new edition gives each character a special super-powered move, guaranteed to knock you out. Now, if only they could simulate yelling at each other before the matches...

Hey, be careful! Someone's going to get hurt!



Since this is just a game, every character gets one move he (or she) couldn't pull off in real life.

## SNES info

PUBLISHER	Acclaim
DEVELOPER	Acclaim
AVAILABLE	now
GENRE	action





**T w o ' s   c o m p a n y .**



# Truly Terrific Top Tens!

Well, the times, they are a'changin'. Yeah, that's old, but that's also exactly what happened to all of our Top Ten lists this month! Check out the changes, chum!

## SOFTWARE ETC.'S TOP TEN LIST

based on unit sales for August (all formats)



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>Mortal Kombat II</b>	95%	7,#9	SNES	Acclaim
2 <b>Mortal Kombat II</b>	92%	7,#9	Genesis	Acclaim
3 <b>NHL Hockey '95</b>	95%	7,#11	Genesis	Electronic Arts
4 <b>Bill Walsh College Football</b>	87%	7,#11	Genesis	Electronic Arts
5 <b>College Football</b>	91%	7,#9	Genesis	Sega of America
6 <b>Mortal Kombat II</b>	45%	7,#7	Game Gear	Acclaim
7 <b>Maximum Carnage</b>	80%	7,#11	Genesis	Acclaim
8 <b>Maximum Carnage</b>	80%	7,#8	SNES	Acclaim
9 <b>Brain Lord</b>	78%	7,#8	SNES	Enix
10 <b>Illusion of Gaia</b>	82%	7,#9	SNES	Nintendo of America

If you give the people what they want, and in this case we're talking blood, gore, spines, and incredible mayhem, the people will pay to play! *Mortal Kombat II* heads up this fighter-dominated list with three entries, while *Maximum Carnage* comes on strong with two. Two RPG/action games bring up the tail end of our list. Evidently not everyone is into ripping people's heads off, either in The Pit or on the Gridiron. Both *MKII* and *Maximum Carnage* owe their multiple entries to the multi-platform availability of both games.

## Over Seas

### TOP TEN FROM JAPAN

based on unit sales for August (all formats)



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>Mother 2</b>	n/a	n/a	S. Famicom	Nintendo
2 <b>Live A Live</b>	n/a	n/a	S. Famicom	Square Soft
3 <b>Shangai III</b>	n/a	n/a	S. Famicom	Sunsoft
4 <b>Special Tale Hungry Wolf</b>	98%	7,#7	S. Famicom	Takara
5 <b>Throbbing Memorial</b>	n/a	n/a	PC Engine	Konami
6 <b>J-League Soccer</b>	n/a	n/a	S. Famicom	Namco
7 <b>Actual Fight Pachinko</b>	n/a	n/a	S. Famicom	Samii
8 <b>SSFII</b>	98%	7,#7	S. Famicom	Capcom
9 <b>Super Bomberman II</b>	86%	7,#9	S. Famicom	Hudson Soft
10 <b>Super Puyo-Puyo</b>	n/a	n/a	S. Famicom	Banpest

The Japanese chart has changed its trend of the past two months: the chart is not topped by a racing game. In fact, there isn't one racing game on the chart at all. Some of our old friends are on the chart, in the form of *Super Bomberman II* and *SSFII*. *Puyo-Puyo* appears to be very popular. After checking our sources, we discovered that the American version is called *The Mean Bean Machine*. I thought Pachinko was like Pinball. What's going on here?

## BABBAGE'S TOP TEN LIST

based on unit sales for September (all formats)



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>Mortal Kombat II</b>	95%	7,#9	SNES/Genesis	Acclaim
2 <b>Bill Walsh College Football</b>	87%	7,#11	Genesis	Electronic Arts
3 <b>Way of the Warrior</b>	n/a	n/a	3DO	Universal Interactive
4 <b>College Football Champ</b>	91%	7,#9	Genesis	Sega of America
5 <b>Maximum Carnage</b>	80%	7,#8	SNES/Genesis	Acclaim
6 <b>Breath of Fire</b>	87%	7,#8	SNES	Square Soft
7 <b>Death &amp; Return/Superman</b>	69%	7,#8	SNES/Genesis	Sunsoft
8 <b>Slayer</b>	n/a	n/a	3DO	SSI & TSR
9 <b>Brain Lord</b>	78%	7,#8	SNES	Enix
10 <b>Power Rangers</b>	n/a	n/a	SNES	Bandai

Sports games are down four games this month on this chart, while *Mortal Kombat II* slashes its way to the top of the list! Sports games seem to be limited to football, but, given what time of year it is, this isn't unusual. We also have two 3DO entries on the chart — up one from last time. *Slayer* is an RPG and *Way of the Warrior* is a fighting game. Wonder why some of the excellent racing games, like *Road Rash*, aren't being picked up by more 3DO fans?

## OUR OWN DELUXE TOP TEN!

based on our reviewers' rantings and ravings!



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>SSFII</b>	98%	7,#7	SNES	Capcom
2 <b>Final Fantasy III</b>	98%	7,#11	SNES	Squaresoft
3 <b>Super Metroid</b>	97%	7,#5	SNES	Nintendo of America
4 <b>Eternal Champions</b>	97%	6,#11	Genesis	Sega of America
5 <b>The Lion King</b>	96%	7,#11	SNES	Virgin
6 <b>Dynamite Headdy</b>	96%	7,#10	Genesis	Sega of America
7 <b>Mickey Mania</b>	96%	7,#10	Genesis	Sony InfoSoft
8 <b>Aladdin</b>	95%	7,#2	Genesis	Sega of America
9 <b>Shining Force II</b>	95%	7,#8	Genesis	Sega of America
10 <b>Mortal Kombat II</b>	95%	7,#9	SNES	Acclaim

Lookie here! A whole slew of new games has entered our chart and, while none of these games unseated *SSFII* as the number one game, they seem to have banished sports games, if only for the moment. All of the new games on this month's chart are considered some of the best games ever seen by our reviewing staff, so you know they gotta be hot! *Final Fantasy III* got raves from both Jeff and Chris, so if you're an RPG fan, you've just gotta check this one out! For great animation and pure gaming fun, try *Dynamite Headdy* or *Mickey Mania*, or both!!! And let's not forget little Simba, in *The Lion King*! It should come as no surprise to anyone who reads *Game Players* that *Mortal Kombat II* is on our list this month. It should be on your gaming list, too!!!

### TOP TEN FROM THE U.K.

compiled by Gallup Polls



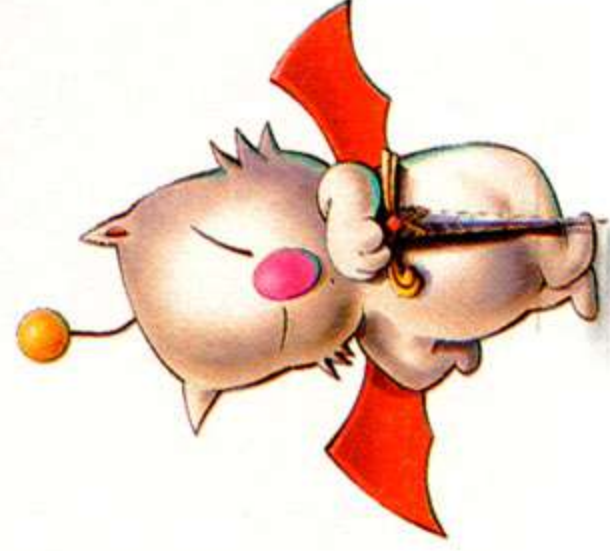
GAME	SCORE	ISSUE	PUBLISHER
1 <b>Mortal Kombat II</b>	95%	7,#11	Acclaim
2 <b>Stunt Race FX</b>	90%	7,#10	Nintendo
3 <b>Jungle Book</b>	89%	7,#7	Virgin
4 <b>FIFA International Soccer</b>	95%	7,#1	Electronic Arts
5 <b>Super Street Fighter II</b>	98%	7,#7	Sega
6 <b>Super Metroid</b>	97%	7,#5	Nintendo
7 <b>Sylvester and Tweety</b>	88%	7,#6	Time Warner
8 <b>World Cup Striker</b>	n/a	n/a	Elite
9 <b>Pete Sampras Tennis</b>	n/a	n/a	Codemasters
10 <b>Dungeon Master</b>	n/a	n/a	JVC

From far across the stormy North Atlantic, the cry is heard — Finish him! Seems like everyone is busy spilling blood and ripping out people's spines, no matter how civilized the country! The goriest of games has supplanted *FIFA International Soccer* as the number one game in the U.K. This marks the first appearance of *Sylvester and Tweety* on the English chart, as well as *The Jungle Book*. You might expect *Stunt Race FX* to be on the Japanese chart as well, since racing games are very popular there, but it seems to be doing just fine in England. *Sim City*, which was very popular on this chart for quite a while, has vanished without a trace.





**T h r e e ' s   a   c r o w d .**



The saga continues. Final Fantasy® is back, and with a vengeance! 24-Meg memory. Uses all 256 colors on the Super NES for unparalleled graphics. Over 80 hours of game play.  
No wonder *Diehard Gamefan* said of Final Fantasy III, [ **SQUARESOFT®** ] "I kneel in reverence to the brilliance shown by the programmers at Square."

# FINAL FANTASY III



©1994 Square Co., Ltd. Squaresoft® and Final Fantasy® are registered trademarks of Square Co., Ltd. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc. All rights reserved. Illustrations based on the original creations by Yoshinaka Amano.



Super Pinball. It's got thumper bumpers,  
drop targets, and an outhole.  
(Pardon our language.)





TRY YOUR HAND AT  
BLACKBEARD AND IRONMEN  
(BING!)



We know, we  
know. To get cool  
pinball features  
like multiballs and  
outholes (whoops, we did it



again), you gotta go to an arcade. But sometimes arcades  
have long lines and you just wanna hang at the ol' homestead.  
So what's a pinball addict to do?

**Super Pinball™**, man. Fire up an arcade -like  
mega p-ball experience in the comfort of your  
own living room. So now you can **play naked**  
if you want.

GIVE THE (DINK!)  
JOLLY JOKER  
A SHOT



Plus you'll get 3 different scary-weird  
machines on one little cartridge. And you can play  
up to 4 players. Gosh, isn't technology wonderful?

So get those flippers ready. And make sure you  
got a Super NES®. 'Cuz if you want to play pinball  
this **real** somewhere else, you're gonna need  
a butt-load of quarters.

And you'd probably have to wear clothes.

Talk about lame . . .

OR TRY  
(BONK!)  
THE WIZARD  
FOR A SPELL



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Super Pinball: Behind the Mask is a trademark of Nintendo.

Only For  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# 32X Titles

These are the ones that are fairly definite for US release.  
Remember, titles are subject to change.

<i>Alien Trilogy</i> .....action.....Acclaim	<i>NBA Jam:</i>
<i>Apache</i> .....war sim.....Domark	<i>Tournament Ed.</i> .....sports/action.....Acclaim
<i>Brutal</i> .....fighting.....Gametek	<i>Night Trap</i> .....action/strat.....Digital Pictures
<i>C2</i> .....fighting.....Interplay	<i>Pitfall</i> .....action.....Activision
<i>Castlevania</i> .....action.....Konami	<i>Race Drivin'</i> .....racing.....Atari
<i>College Basketball's National</i>	<i>Shadow of Atlantis</i> .....action/strat.....Sega
<i>Championship Hosted By</i>	<i>Slam City</i> .....sports.....Digital Pictures
<i>Billy Packer</i> .....sports.....Sega	<i>Sonic</i> .....action/adv.....Sega
<i>Corpse Killer</i> .....action/shooter.....Digital Pictures	<i>Star Wars Arcade</i> .....action/sim.....Sega
<i>Cosmic Carnage</i> .....fighting.....Sega	<i>Stellar Assault</i> .....shooter.....Sega
<i>Doom</i> .....action.....Sega	<i>Street Fighter:</i>
<i>Ecco</i> .....action.....Sega	<i>The Movie</i> .....fighting.....Capcom
<i>Fahrenheit CD</i> .....action/strat.....Sega	<i>Super Afterburner</i> .....shooter.....Sega
<i>Golf Magazine's 36 Great Holes</i>	<i>Super Motocross</i> .....racing.....Sega
<i>Starring Fred Couples</i> .....sports.....Sega	<i>Super Space Harrier</i> .....action.....Sega
<i>Hoops</i> .....sports.....Virgin	<i>Supreme Warrior</i> .....fighting.....Digital Pictures
<i>Metal Head</i> .....action.....Sega	<i>Surgical Strike CD</i> .....action/strat.....Sega
<i>Midnight Raiders CD</i> .....action/strat.....Sega	<i>Tempo</i> .....action/adv.....Sega
<i>Mortal Kombat II</i> .....fighting.....Acclaim	<i>Virtua Racing Deluxe</i> .....racing.....Sega
	<i>Wirehead CD</i> .....graphic adv.....Sega

## DOOM

'Take that, you demon!', Chris Slate snarled, as he smashed a bug while previewing this game.

You're a soldier, stationed on Mars in the future, where humans have been experimenting with dimensional space travel. But things go horribly wrong, and demons enter our dimension through our own portals. As the last surviving soldier, it's up to you to avenge your fallen →

## THE GORE!

It was bloody on the PC, and it's bloody on Sega's 32X.



You notice that your enemies' corpses remain on-screen, no matter how far you may stray away.

Yech! Nasty scenes like this one are splattered all over the place.



# 32X!

## Are you X-Perienced?

The story of  
Sega's 32X is a  
long and sordid one to  
say the least, but after months of  
speculation the machine has finally made it  
onto store shelves. In this exclusive feature,  
Game Players takes an  
in-depth look at 32X, its  
future, and we've got first  
reviews of the initial games.



## THE WEAPONS!

There are numerous ways to doom your opponent. Word is there's even a chainsaw...

The **Chain Gun** isn't quite as powerful as the Shotgun per blast, but you can't beat that rapid-fire action!



If you're down to your **Brass Knuckles**, you're as good as dead unless you find a gun... quick.



The **Shotgun** is the weapon you end up using the most often. It has average strength.



Most demons laugh at your **Pistol**, but it's better than nothing.



The **Rocket Launcher** puts big holes in whatever it hits, but its explosions can hurt you, too.

→ comrades and blow those beasts away. A small company by the name of id

Software revolutionized the PC game industry with *Wolfenstein 3-D*, and went on to blow that game away with a newer, better version of their patented 3-D engine for *Doom*. The game has a very basic structure — you simply walk around and shoot everyone in sight — but the smooth first-person perspective and challenging mazes have made it one of the most addictive games ever. Now, as PC gamers are scarfing up *Doom 2*,

## Second wave

Along with the third-party games, Sega plans to keep the momentum going:

<i>Cosmic Carnage</i> .....	Dec
<i>Golf Magazine's 36 Great Holes</i> .....	Dec
<i>Starring Fred Couples</i> .....	Dec
<i>Super Motocross</i> .....	Dec
<i>Midnight Raiders CD</i> .....	Dec
<i>Surgical Strike CD</i> .....	Jan/Feb
<i>Metal Head</i> .....	Jan/Feb
<i>Wirehead CD</i> .....	Feb
<i>Fahrenheit CD</i> .....	Feb
<i>Stellar Assault</i> .....	Feb

## THE EQUIPMENT!

You need more than guns to complete your mission.



This **Radiation Suit** allows you to wade into pools of toxic waste without taking damage.

Other supplies include med-kits, armor vests, and don't forget the ammo!



## SEGA 32X

INFO

### PUBLISHER

Sega

### DEVELOPER

Sega/Id Software

### AVAILABILITY

out now — \$60-\$70

### GENRE

action

What you've heard before doesn't matter. Rumors, both true and inaccurate, have surrounded Sega's highly secretive unit since the first word of its development crept out. The facts are:

• **Sega plans to spend \$10 million in marketing, investing heavily in a solid future for 32X, not just a quick buck at Christmas.**

• **The 32X works with both old and new Genesis and Sega CD units, as well as the CDX, and it can also play all previous software for those systems.**

• **Due to the recent fluctuations in the yen/dollar trade, the price was increased by about \$10 to \$159.99, and this does not include a pack-in game.**

• **Although the machine will be shipping on time, production was started behind schedule. However, Sega still hopes to have a million units ready for Christmas, and expects to sell them all by January.**



• **Three games will be available at launch: Virtua Racing Deluxe, Star Wars Arcade, and Doom. The first 32X CD titles, Fahrenheit and Midnight Raiders, will follow in December, along with the second round of cartridge softs.**

Despite rumors to the contrary, Sega is determined to stick by the 32X and are steadfastly against labeling the machine as a stop-gap between Genesis and Saturn. While it has been confirmed that Saturn will indeed be released in the U.S. in '95, its price point will be extremely high compared to today's 16-bit hardware. Therefore, Sega plans to make the Genesis/32X combo its main machine while aiming the Saturn at a more select crowd.

The 32X has already drawn a large amount of third-party support, including such must-have heavy-hitters as Acclaim, Capcom, and Konami. This ensures the 32X of important current licenses like *Street Fighter* and *Mortal Kombat* as well as quality games down the road. Neither 3DO or Atari can say that about their 'next generation' machines.

## Under The Hood

Of course, the games are what make or break any system, but here's a glimpse at what the 32X has to offer software developers:

**CPU:** 2 Hitachi (SH1) 32-bit RISC processors running at 23 MHz/40 MIPS.

**Co-Processing:** Genesis 68000 and a new VDP.

**Graphics:** High-speed RISC processors and dual frame buffers allow rendering of 50,000 polygons/second; texture mapping; hardware scaling and rotation.

**Colors:** 32,768 simultaneous colors.

**Memory:** 512K (4-mbit) RAM in addition to the Genesis and Sega CD.

**Video:** Able to overlay a plane of graphics over Genesis video.

**Audio:** Stereo PCM chip, digital audio with programmable sample rates; audio mixing with Genesis sound.



# 32X AND BEYOND:

## The Tom Kalinske Interview...



In a noisy office hidden inside the Sega Innoventions pavilion at Walt Disney World's Epcot Center, we cornered Tom Kalinske, president of Sega of America, and picked his brain on Sega, Nintendo, the 32X, and Saturn. Here's what he said...

**GP:** Sega has done a tremendous job in the video game market place. Coming into Innoventions, you continue your aggressive marketing efforts. How many people will Sega reach here at Disney World?

**TK:** Millions. [On an average day Disney and Epcot center are visited by some 20,000 people, or 3 quarters of a million every month.]

**GP:** The Sega area here at Innoventions is one of the very first attractions Disney visitors will see when they come to Epcot. Obviously

they'll see new Sega hardware like 32X, but will EPROMs and earlier versions of Sega games be seen here as well?

**TK:** Yes. You know the way this whole thing came about? Michael Eisner, the chairman of Disney, came to CES two or so years ago and said, "This is great! Why can't we recreate CES for the consumer?" I said yeah, that's a wonderful idea, let's do it. We began talking and we decided that not only would we (Sega) have existing product shown, but we

would bring in EPROMs at least four to six months before the product is going to be available at retail and allow our designers an opportunity to see how real consumers react to the product. It also gives the consumer an experience they can't have anywhere else. So it works both ways, the public enjoys it and our game designers learn a lot.

**GP:** So you will use the site for focus testing?

**TK:** Yes, in a sense it's a huge focus test. Obviously we can do it a lot easier outside of our offices, but it's

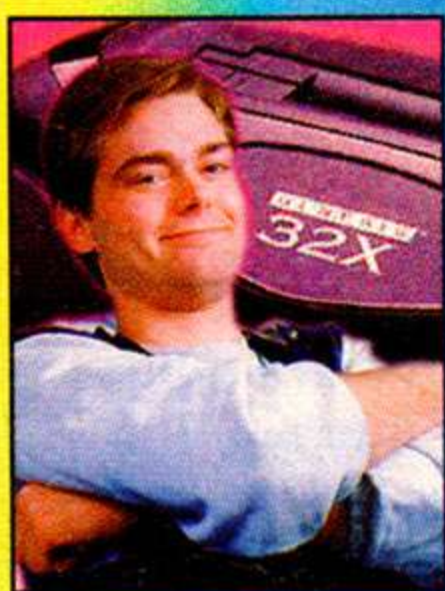
**Publisher:** Sega • **Developer:** Sega of Japan • \$60-70 • now available

# STAR WARS ARCADE

Check out your mission specifics while warping to the target area.

Ever imagined what it might be like to sit in the cockpit of an X-Wing fighter during a raid on the Death Star? Now, through the space-age miracle of 32X technology, you can!

Based on the Sega coin-op of the same name, *Star Wars Arcade* uses the same polygon graphics that made hits out of games like *Virtua Racing*, *Virtua Fighter*, and *Daytona USA*. And like many of those games, *SW Arcade* features →



After zooming past *Star Destroyers*, dancing around *Tie-Fighters* and dodging the *Death Star's* defenses, **Chris Slate** traded in his Rebellion allies for the Emperor's legendary ham 'n' cheese 'sammich'.

## TWO WAYS TO LOOK AT IT

Like most other Sega *Virtua* games, *SW Arcade* lets you switch perspectives on the fly.



The rear view doesn't offer the same 'sim' feel, but it's just the thing for *Afterburner* fans.



The cockpit view is best, allowing you to see more of the playing area without your X-Wing getting in the way.



## SEGA 32X info

GENRE	action/sim
PLAYERS	1, or 2 co-operative
LEVELS	32X mode: 8/arcade: 4
DIFFICULTY	average to hard
SAVE FEATURE	none
MEGS	24



somehow different here. You get a better mix of age groups. You get young kids, teenagers, college-aged kids and parents playing. One of the neat things to see here is the parents come in, a lot of them thinking they can't play video games, but their child is playing so they start and all of a sudden they discover they really like it and I think that's good for the business.

**GP:** What kind of cutting edge, 'next generation' technology will you showcase here? We don't see any

Saturn related hardware here at Innoventions.

**TK:** No. No Saturn. But we do have 32X here, and none of the public has seen 32X. We'll be bringing more 32X software in at the end of the month and it will be software that the consumer won't be able to experience until late January of next year, so we'll have a lot of focus on that. Then I would think that around the first of the year we'll bring a Saturn unit in and allow the first exposition of Saturn, right here at Disney World.

**GP:** Right across the walkway here at Innoventions is Disney's Aladdin Virtual Reality ride. What happened to Sega's VR?

**TK:** (laughing) Sega's VR is still under development. Of course you're aware of Sega's high-tech theme parks in Japan. In our Galpo Park and Joypolis Park we have Virtual Reality rides and experiences coupled with motion platforms so it's really an incredible experience. Each time we do that it's about \$5,000 cost per station. We're trying to get that down to a \$200 cost in the home that would be

connected to a 32X or a Saturn. We tried it with Genesis, but we didn't feel the experience was good enough. We had to make the experience better, and to do that we need more horsepower, so we know we can do (VR) with 32X or Saturn. The difficulty is how do you get it down to a couple of hundred dollars and that's what the engineers are still working on.

**GP:** Is Sega's VR development being handled by the Japanese offices or the Redwood City office?

**TK:** It started in the R&D Center in Redwood City, but we took it as far as we could and now it's been transferred to Sega of Japan and they're working on the cost element.

**GP:** You mentioned the Japanese theme parks. We've seen the press releases where Sega claims to have some 50 such theme parks in the U.S. by the end of the century. Is that possible?

**TK:** Yes. In fact we're hopefully opening one next year. We should be →



## POLYGONS, POLYGONS

The 32X is chock-full of polygon power

The scaling and rotation of the game's polygon graphics give the action its dynamic look. It blows Sega's *Virtua Racing* processor and Nintendo's SFX chip away!



→ two different perspectives that you can switch between on the fly — an in-the-cockpit view (such as *Wing Commander*) and a behind-the-ship view (like *Afterburner*). There's also a two-player mode, which frees up player one to concentrate on maneuvering the ship while player two handles the guns.

*SW Arcade* was surprisingly our favorite of the first three 32X softs,

even passing *Doom* in the 'wow' department. The eight new 32X stages are imperative to increasing the replay value, since

the arcade only featured four levels. Still,



This is what it's all about — a raid on the Death Star, the ultimate *Star Wars* mission.

challenging though the levels may be, the game won't last very long in the hands of most players. It's a thrill-a-second ride while it lasts, but how long is that gonna be?

## RATINGS

### GRAPHICS

- 9** ♦ Wow! A great-looking polygon flier that you can actually steer!  
♦ No real texture-mapping used, but looks like the movie for the most part.

### MUSIC & SOUND FX

- 10** ♦ Soundtrack includes nine movie-perfect renditions of classic *Star Wars* tunes!  
♦ Many sound fx are digitized from the films, such as speech and laser blasts.

### BELLS & WHISTLES

- 8** ♦ Two different modes of play, with 12 stages between them.  
♦ The two-player pilot/gunner mode is an excellent touch.

### CONTROL

- 8** ♦ The X-Wing is very responsive, and control pad commands are laid out well.  
♦ No loops, barrel-rolls, or other fancy aerial maneuvers.

### REPLAY VALUE

- 8** ♦ The 32X mode offers coin-op vets more than a re-play of the four stages.  
♦ Still, the new levels don't last too long, challenging though they may be.

**OVERALL 88%**



→ making some announcements about that in the near future.

**GP:** Won't these theme parks be in direct competition with your area here at Innoventions and will Disney have anything to do with those parks?

**TK:** It's possible, but we're not ready to announce who our partners are or where the locations might be. However, it's a totally different experience. I mean, it's not the huge experience you'll have at Disney World with an Epcot, a Magic Kingdom and an MGM. Our installations will be focused

on high-tech entertainment, somewhere in size between 60 and 100 thousand square feet. We'll install virtual reality rides and motion-based platform rides like the AS-1 and AS-1 only better. The idea is if you like the Space Mountain ride here at the Magic Kingdom, we'll be able to create a ride that is more exciting and that you are interacting with. The concept is that when you finish our ride you'll want to go back and ride it again within the next hour, not next summer.

**GP:** Moving back to the game platforms, 32X

launches in November. How many pieces of product will Sega have on the shelves when it launches?

**TK:** Actually, today [September 29, 1994] is the official start of mass production of 32X. We turned the factories on this morning and we're cranking them out as fast as we can. Now in truth, we had hoped we would have been in mass production earlier than this, so it looks like we'll have a limited supply this Christmas. We're trying to get a million units in, but I don't know if we're going to be able to manage that. So I

expect 32X is going to sell out before Christmas.

**GP:** Any numbers you can discuss?

**TK:** Well, we'll easily sell through half-million in November and early December, and of course the rest will be coming through right before Christmas and in January. So I guess we'll reach a million around the end of January.

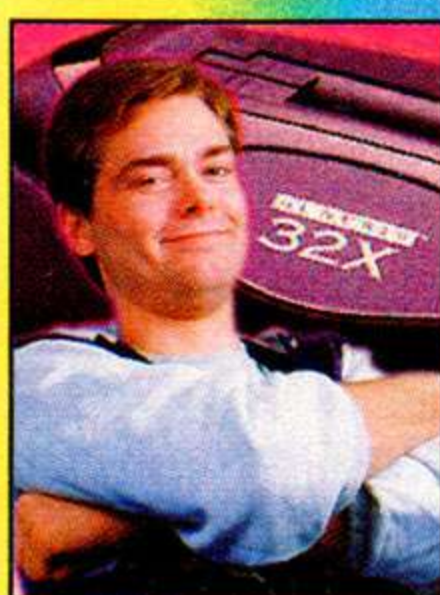
**GP:** Available software?

**TK:** There will be four titles available from Sega at launch, and two more com-

ing before Christmas. Acclaim may have software out just in time for Christmas and of course a few other publishers will follow in January. The initial software from Sega will be Star Wars Arcade, Virtua Racing Deluxe, Doom, which we're all anxiously waiting for and a few other arcade translations. Then when we move into December we'll have the CD side of the software entering the stream with Fahrenheit and Wirehead. Both are elaborate film-based productions and a lot better than anything we've done to date.

# VIRTUA RACING Deluxe

Publisher: Sega • Developer: Sega of Japan • \$60-70 • now available



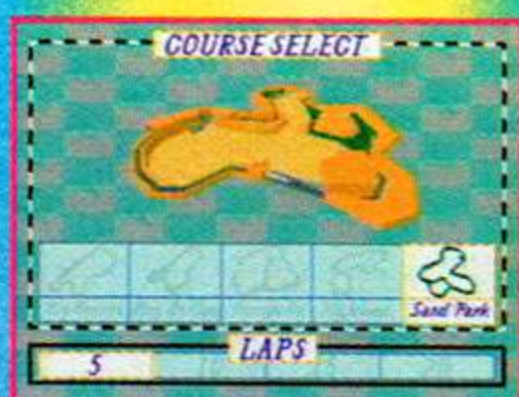
Gripping the wheel, Chris Slate bit his lip and slammed down the pedal. The engine screamed as he revved it over the red line, cutting grass faster than any man had before.

## SEGA 32X info

GENRE	racing
PLAYERS	1, or 2 Vs Mode
LEVELS	32X mode: 8/arcade: 4
DIFFICULTY	3 modes
SAVE FEATURE	none
MEGS	24

Perhaps more than any of the other 32X titles, *VR Deluxe* really shows off the power of the new hardware. When you compare it to the original Genesis version, the differences are instantly apparent. The 32X version has access to a much larger color palette so shades don't have to be dithered, and the polygons move much smoother.

A number of game play enhancements were also added for *VR Deluxe*.



Two new courses have been specifically designed for *VR Deluxe* — Highland and Sand Park.



The split-screen two-player mode is even more fun than the regular game. Check out the new Prototype car!

The F-1 car is back, and you can race it on the new courses just like you can the new cars.



**VIEW 1** puts you inside the car for a real racing simulation. Tough to see the road ahead, though.



**VIEW 2** puts the camera just behind the car, still too close to see ahead.



**VIEW 3** is just perfect. Not too far up, and you can see a good distance.



**VIEW 4** is good for checking out a new track the first couple times through, but that's it.

## CHECK OUT THE VIEW!

*Virtua Racing* was the first game to offer multiple perspectives.



**GP:** One more quick question: on the Nintendo side, with *Donkey Kong Country* such an incredible game, does Sega plan to abandon the Genesis platform to 'one-up' Nintendo, and how will that work with 32X and, of course, Saturn?

**TK:** I'm very much a person who believes you should make sure the consumer can stay with your system. We're upgrading 16-bit via 32X. 32X next year is going to be a far larger unit producer than any other platform out there. I am convinced of that. And that will keep the Genesis platform alive, healthy, and strong for a long, long time. The 16-bit business and the subsequent upgrade to it is going

to be very, very strong for at least another two or three years. We think our titles are much stronger than *Donkey Kong Country*, however I congratulate Nintendo on having one good title this year.

**GP:** How about Saturn?

**TK:** Saturn will be introduced this fall in November [in Japan], and although we haven't announced a date yet, it will be introduced in the U.S. next year sometime. But it will be at a price tag that is not a mass market item, so therefore in terms of volume and keeping the category exciting it's Genesis and 32X.

**GP:** Tom, thanks for your time.

Two new cars are included — the steady Stock Car and the rocket-powered Prototype. Two new tracks have also been created specifically for the 32X version that weren't even in the coin-op. This is great news for players who've already mastered the older versions and are looking for a new challenge.

Just like the previous versions, *VR Deluxe* is a very demanding game, with courses that take a long time to master. While the challenge is welcome, some races simply leave you frustrated. One mistake, and you're finished. But if you're looking to relax a bit, you can always challenge a friend in the split-screen two-player mode. That alone is worth the price of admission.

The result is a game that looks better, plays better, and costs less than its simpler Genesis counterpart. How can any racing fan go wrong? **GP**

## RATINGS

### GRAPHICS

- 9** ◆ The increased 32X color palette does this game justice. No more dithering!  
◆ The superior polygon-power tosses images around faster and smoother.

### MUSIC & SOUND FX

- 7** ◆ Rev that engine! *Vroom, vroom!*  
◆ The music from the arcade game has been faithfully ported over, but it's nothing to write home about.

### BELLS & WHISTLES

- 8** ◆ Two new cars and two new courses mean more for VR vets!  
◆ The game lacks tournament or circuit play, which is a racing game must.

### CONTROL

- 8** ◆ Players can choose the Stock Car, which has better handling...  
◆ ...but just like the Genesis version, it can be hard to get the hang of driving.

### REPLAY VALUE

- 8** ◆ New cars and tracks give more depth than the Genesis or arcade versions.  
◆ Unlike many racing games, there's no tournament or league mode.

OVERALL

**86%**

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no pad! no base! no hands!  
...well, just one hand!

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JAM IT RIGHT!  
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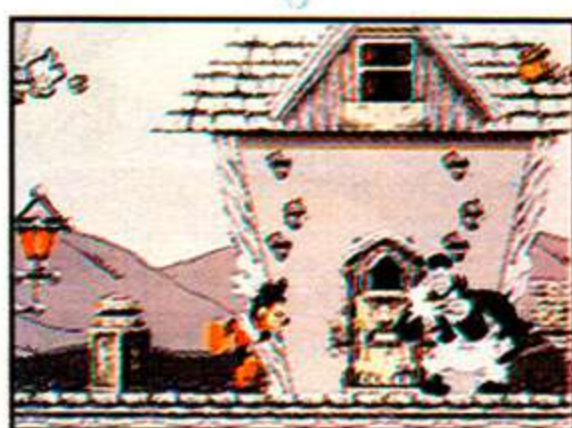
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MANEUVER THROUGH SKULL-FLINGING SKELETONS, RAZOR-SHARP BUZZ SAWS, FALLING CLEAVERS, AND A BATTALION OF BATS IN THE MAD DOCTOR'S LABORATORY. LOOK OUT FOR RED-HOT FIRE PITS AND ACID POOLS WAITING TO SINGE YOUR SHORTS!



BEAT PETE IN PRIMITIVE BLACK AND WHITE, SAVE STEAMBOAT WILLIE, AND BRING MICKEY BACK INTO TECHNICOLOR. AND WATCH OUT FOR PETE'S DEADLY FLYING SPIT!



FOLLOW YOUR TRUSTY GUIDE DOG PLUTO IF YOU WANT TO SURVIVE THE MORTAL MOOSE HUNT...



...OR THERE'LL BE NOTHING LEFT BUT A MOUND OF MOOSE-MANGLED MICKEY MOUSE MEAT.



TALK ABOUT UP THE CREEK WITHOUT A PADDLE! THE HOUSE IS FLOODING, YOUR WEAPONS ARE USELESS, AND YOUR ONLY HOPE IS JUMPING BETWEEN BUOYANT BARRELS. NO SWEAT -- EXCEPT YOU'RE BEING CHASED BY GHOSTS IN SPEEDBOATS!

**"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."**  
-Game Players

**"The animation in this game is so incredible, it has to be seen to be believed!"**  
-Electronic Gaming Monthly



# MICKEY MANIA



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**"This game is fantastic!"**

**-Game Informer**

**A "masterpiece...the game has no flaws...the control is perfect."**

**-DieHard GameFan**

**"Top notch animation... perfect!"**

**-Electronic Games**



NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR -- ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEATING YOU WITH BOILING ACID...TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT -- WARMONGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.



THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING...MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! (DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!)



ANIMATED BY  
**Disney**  
ANIMATORS.

**SONY**  
IMAGESOFT

**.....IT'S BEGUN.**



The office was deserted. 'This is my chance!', thought **Bill Donohue**. 'Now I get to review these damn games!' His evil laughter cackled down the hall...



# ALL I WANT FOR CHRISTMAS

## IS...



## Cool stuff to bug Mom



W

ell, it's that time of the year again. Your relatives blow into town and you have to share your room with Uncle Louie, who smells weird. Your cheeks are red and sore from all the 'loving' pinches your spinster aunts gave you, and you think your cousin Harry has been swiping all your good comics. But there is payback for all these offenses. Payback in the form of a jolly, fat guy who somehow slides down your chimney (yes, the same chimney your sister got stuck in last summer while playing hide 'n' seek), and delivers a bunch of real cool stuff.

Somehow, you gotta let the fat man know what you want, and you're pretty sure that a letter to the North Pole ain't gonna cut it! So here's what you do. Take this magazine, and circle all the stuff you want! No limit!!! Then, leave the mag, folded open to these pages, where your parents are sure to see it.

Then, just kick back and relax. Your folks will get the word to Saint Nick, and you'll get what you want. All of it! Really. You can trust me. Remember, money is no object when it comes to Santa Claus. Hey, the elves just make all this stuff, right? And here's the list, in alphabetical order. These games are what's really smokin' this year. Now, get out your pen and start circlin'. Good luck!

## Software

### Contra: Hard Corps

Konami for Genesis

Ya-hoo! Turn off those higher brain functions and start shootin'! With four characters to choose from, and a really wild array of bizarre bosses, *Contra: Hard Corps* is sure to keep all you laser-gun totin' fiends out there real busy! There's even a number of plot twists to force your hand while in the heat of battle. This one's a blast!



GP Score: 92%

### Donkey Kong Country

Nintendo for SNES

What do you get when you squeeze workstation-rendered images down until they work on a SNES? You get an 800 pound

gorilla that's gonna knock your socks off! There's plenty of monkey business in this lush, beautifully animated cart, as Donkey and his protege, Diddy Kong, try to retrieve their banana stash. You're gonna go ape over this one!



GP Score: 93%

### Dynamite Headdy

Sega for Genesis

This game will flip your lid! Can you help Dynamite in his battles with the evil Trouble Bruin? Exotic stage set-like backgrounds and some of the most surreal bosses ever seen combine to blow your top. If you can keep your head while others are losing theirs, then put this game on the top of your list. This game is a definite mind-blower!!!



GP Score: 96%

### Earthworm Jim

Playmates for SNES & Genesis

A truly unique game, with a segmented nematode (that's worm, to you) for a hero! Rescue Princess What's-Her-Name and save the universe from the evil Psy-Crow. Any game that actually sends you to Heck, where briefcase totin' businessmen are subjected to Muzak (this is just how I imagined Heck!) has got to be cool! This cart will really bait your hook!



GP Score:  
SNES 96%,  
Genesis 95%

### FIFA International Soccer

Electronic Arts for Sega CD

The World Cup has come and gone, but you can relive all the joys of victory and the agonies of defeat (the feet?) with *FIFA International Soccer*. Fantastic player detail and animation put you right in the stadium! You can even sing your



GP Score: 86%

favorite soccer song with the crowd. As with all CD games, there is some delay for disc access, but you won't mind it; it's that good!

### Final Fantasy 3

Squaresoft for SNES

Possibly the best RPG ever created! There's so much stuff to find and so much area to explore that Mom will probably have to feed you intra-

and Dad for this year.



venously once you start playing. The story line alone is worth the price of admission! If you buy only one RPG in your lifetime, make sure it's this one! Don't dream it — be it!!!



GP Score: **980%**

## Madden '95

Electronic Arts for SNES

Like Electronic Arts is so fond of saying: If it's in the game, it's in the game! The newest version of the gridiron classic is back with new player animations, full 48 man rosters, player injuries, a wider view of the field, and a choice of what kind

of victory dance you wanna do after scoring! Get off the bench, slap on your hard hat, grab this game, and go for the Super Bowl trophy!



GP Score: **930%**

## Mickey Mania:

The Timeless Adventures of Mickey Mouse

Sony Imagesoft for Genesis

This is it! The definitive Mickey Mouse game for anyone who wanted to go through life with a pair of mouse ears on. Fluid Disney-esque animation,

coupled with incredible 3-D scaling and back-grounds taken directly from Disney cartoons make this a sure fire winner!!! M — I — C... see ya real soon! K — E — Y... why? Because it's fantastic, that's why!



GP Score: **960%**

## NBA Live '95

Electronic Arts for SNES

All you really have to know about this outstanding roundball game is that Shaquille O'Neal himself reviewed this game and gave it an Ultimate Award. Doug Brumley (who?) also reviewed this game and gave it the Ultimate Award! Pump up your sneaks and get out on the court! Everything that makes basketball popular is in this game!



GP Score: **970%**

## Road Rash

Electronic Arts for 3DO

Get your motor running... Head out on the highway... Racin' with the wind... Hitting bikers on the head with a lead pipe! Ooops! That's not how that song goes, but it is how the game goes. This

game is a screamer! You can feel the wind in your face and the gravel in your butt when you dump your bike! This game rocks with tracks from Soundgarden and more!!!



GP Score: **900%**

## Mortal Kombat II

Acclaim for SNES & Genesis

Blood. No; wait. Blood and guts. Yep, that's it. Blood and guts... and gore! That's the ticket! Blood and guts and gore and — even more blood! *Mortal Kombat II* is here and, this time, they didn't forget the gravy! Fatalities, babalities, friendships (Barf! Rip his head off!) and more blood than the wet bar at a vampire's convention make this fighter a killer!!! Finish him!!!



GP Score: SNES **950%**,  
Genesis **920%**

## Sonic and Knuckles

Sega for Genesis

The first backward-compatible cart is here! If you loved *Sonic 2* and *Sonic 3*, just think of how much fun you can have playing those games as Knuckles, the echidna! This game has it all — great animation, easy to use controls, great music and Doctor Robotnik, of course! This is three games for the price of one, so don't delay! Get *Sonic and Knuckles* today!!!



GP Score: **950%**

## Sparkster

Konami for SNES

Hmm... He ain't Sonic and he sure ain't Dynamite Headdy. Then it must be the Sparkster, who made his first appearance in *Rocket Knight Adventures*. He's back with a trendier haircut and more of a '90's attitude. Fantastic scenery and some real tough bad guys make this game a gotta-have for all side scroller fans! This opossum kicks butt, big time!



GP Score: **930%**



# EVIL CAN RUN BUT IT CAN'T HIDE!



**CAPCOM**

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## Stunt Race FX

Nintendo for SNES

This game takes a little time to get the hang of, but once you do, you're not gonna want to race any other way! With over 20 tracks, four points of view and some of the most outrageous racing action you've ever seen, *Stunt Race FX* is gonna stay on top for a long time! Besides, where else can you race an 18 wheeler around a banked track?



GP Score: **90%**

## The Lion King

Virgin for SNES & Genesis

In the jungle, the mighty jungle, the lion sleeps tonight... He might be sleeping in the jungle, but in this game he's doing more jumping, swinging and fighting than ever. Help little Simba grow up to be King of the Jungle in this fantastic game! Just think of the word 'excellent' and you will have described this cat to a tee! This game is the cat's meow!

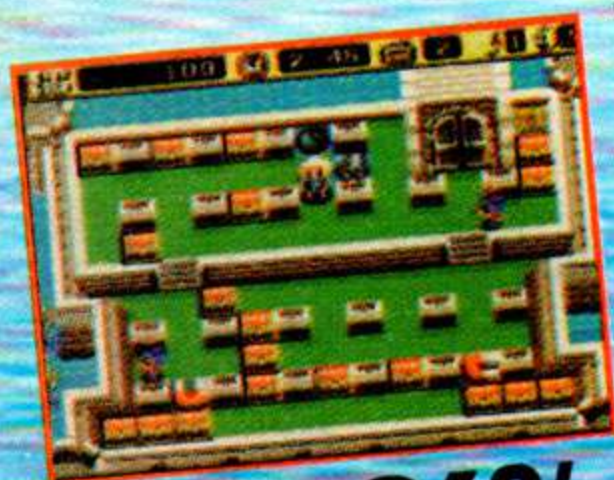


GP Score: SNES **96%**,  
Genesis **94%**

## Super Bomberman II

Nintendo for SNES

You ever feel like you wanted to just blow someone off the face of the earth? Well, this game will let you do just that! The action is fast and furious,



as you attempt to bomb your friends into kingdom come. Find skates and gloves along the way to improve your explosive skills! You're sure to get a big bang out of this great looking game!

GP Score: **86%**

## Super Street Fighter II

Capcom for SNES & Genesis

The time has come for fighting in the streets, boy! The Rolling Stones were right. *Super Street Fighter II* clocks in with 16 homicidal maniacs who are ready to do a little ultra-violence. While this is more of an addendum to the series, rather than the next installment, there's no lack of jaw bustin', back breakin' action here!!!



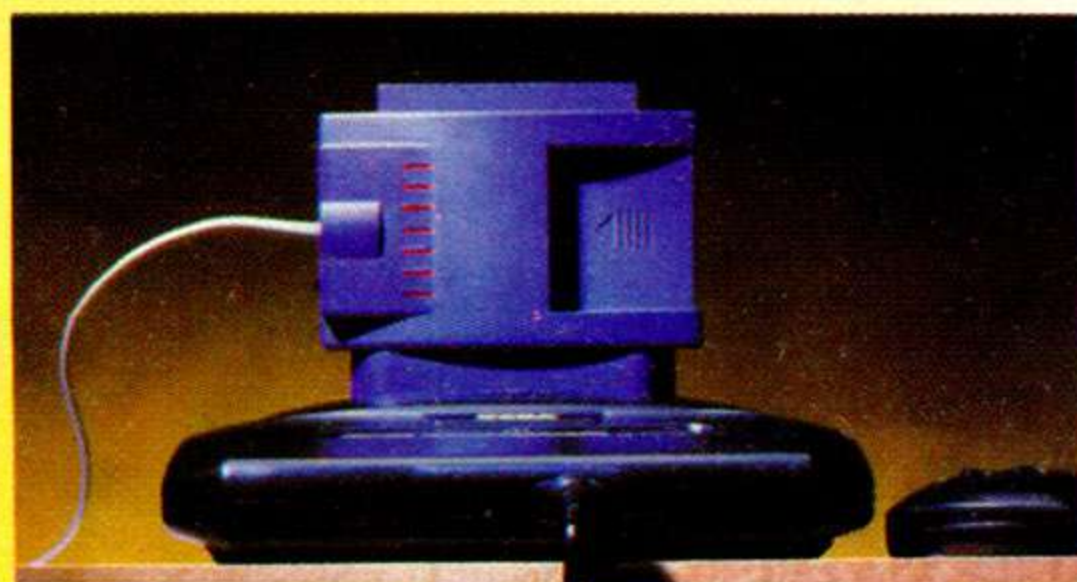
GP Score: SNES **98%**,  
Genesis **96%**

## Hardware

### Catapult XBand Modem

Catapult for SNES & Genesis

Play games across town or across the nation with the XBand modem. It is also designed to work as a network, where subscribers can log on to retrieve information such as game codes, mail, and video game news! Available for Genesis soon and for SNES in the first quarter of '95.



### Sega 32X Gaming System

For those of you who still don't know by now, the 32X is a device that fits on your Genesis, updates your Genesis and Sega CD to 32-bit, and costs around \$150. There are already six titles, with ten more to follow very soon. Some people claim that this is only a stopgap measure, while waiting for the 64-bit machines, but it's really cool! See our feature on page 40.



### Six Button Controller

ASciWare for SNES & Genesis

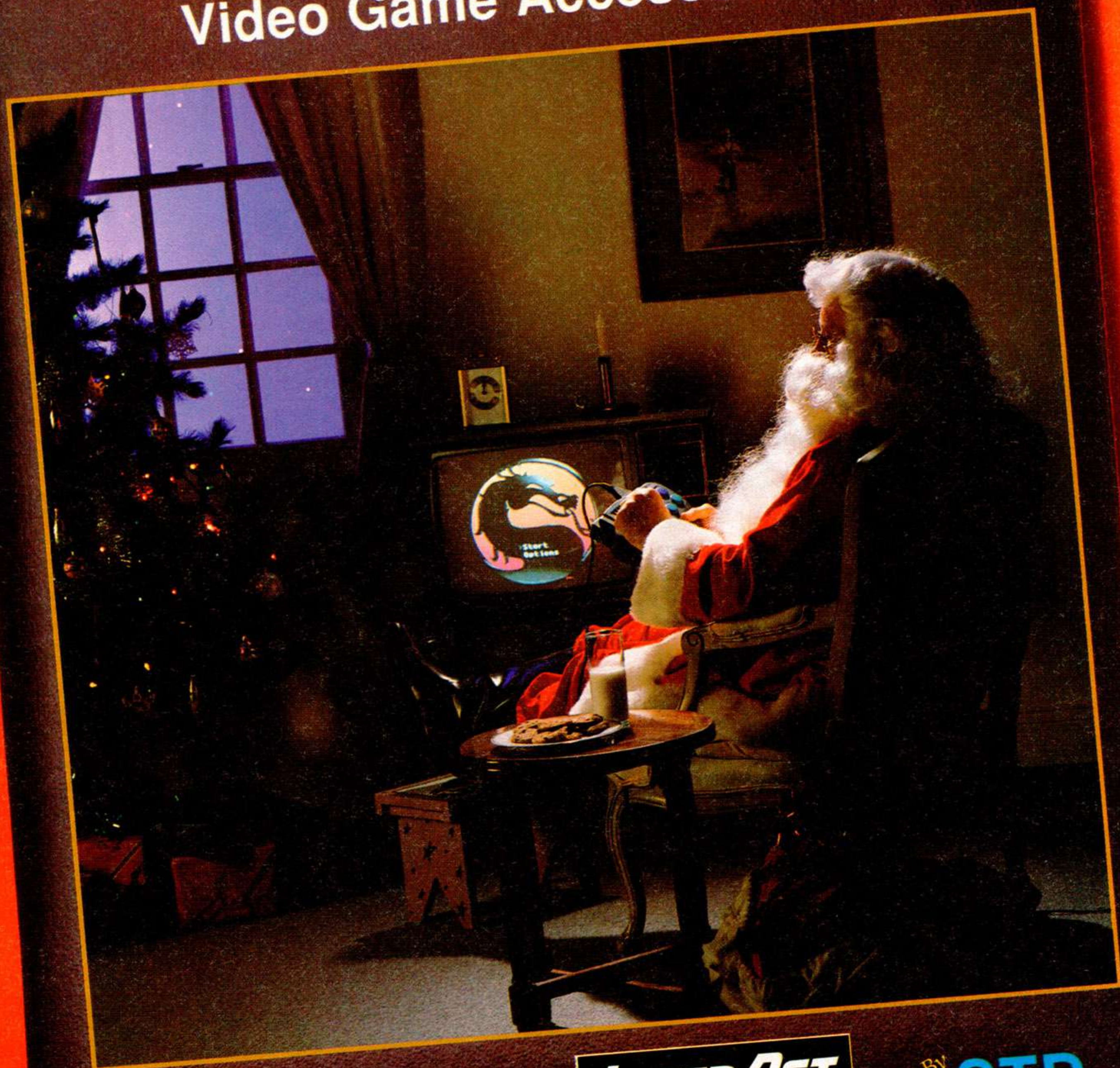
It's time you moved into the 20th century! Get one of these and improve your win column! You know, after the invention of matches, most people stopped rubbing two sticks together to make fire. If you haven't got one of these, you're still living in the Stone Age!



EVEN SANTA CLAUS HAS AN ATTITUDE  
THIS CHRISTMAS. SHOULDN'T YOU?

# 1994 Holiday Buyers Guide

## Video Game Accessories



**INTERACT**  
GAME PRODUCTS

*Play with an attitude!*

By **STD**





# ATTITUDE

Christmas morning will never be the same when you find one of these *excellent* video game accessories under your tree. Forget about Christmas dinner, you'll be jamming on your favorite games!

## SEGA GENESIS™ & SUPER NES® CONTROLLERS

### PROPADS



**All-New SG ProPad**  
For Sega Genesis

#### ProPads

These powerful pads will *definitely* give you an edge over any game.

They're loaded with features six hi-performance fire buttons, turbo, semi, and hands-free auto fire, slow motion, and an extra long cord. They even have a clear casing so you can check out all the high tech components. Very cool! These definitely go on the Christmas wish list.



**SN ProPad**  
For Super NES

**SG ProPad6**  
For Sega Genesis



#### SG ProPad6

Have you heard about this one yet? It's a *totally serious* weapon for Sega Genesis. The SG ProPad6 combines a perfect six button arcade layout with turbo auto-fire, programmable fire buttons, slow motion, an extra long cord, and a smooth ergonomic feel. If you're serious about winning, the SG ProPad6 is definitely your best choice.





# X-MAS!



## PROGRAMPADS

Think about it. You're about to get finished off, and things are getting pretty bloody. You only have enough time to hit one fire button, then, *SLAM!* You fight back with a viscous combo-move. Victory is yours. No ordinary controller will let you do that, but... ProgramPads are definitely not your ordinary controllers!

Both the SG ProgramPad for Sega Genesis and the SN ProgramPad for Super Nintendo have REAL TIME programmability. You can program six of your most powerful combo moves into one button. Talk about playing with an attitude! They also feature turbo auto-fire, six fire buttons, slow motion, and an extra long cord. Is this stuff great or what?



SN ProgramPad



SG ProgramPad

## JOYSTICKS

### Arcade Pro-Dual Compatible

This is the joystick your friends definitely hope that you don't get for X-MAS! Not only does it feel like the real thing, the Arcade Pro *performs* like a real arcade stick, it's lethal.

It's six arcade size fire buttons are easy to reach and highly responsive. Independent turbo auto-fire, slow motion, and an extra long cord add to this sticks awesome power. And, it can take a beating, too!

Arcade quality components, and a rugged steel base and steel joystick shaft make this stick super tough. If it can take our abuse, it can definitely take yours. Simply put, this is an incredible stick. You gotta get one!



Arcade Pro

For Sega Genesis  
& Super NES

**INTERACT**  
GAME PRODUCTS

By **STD**

*Play with an attitude!*



# 1994 Holiday Buyers Guide

## Video Game Accessories

### PORTABLES

We know how much you like to play on the go. Check out these accessories if you want to get the most out of Game Boy and Game Gear.



**Handy Boy**

#### Handy Boy

Looks like someone has been listening to the real game players! Handy Boy is everything you've been asking for to boost your Game Boy's performance. It's stereophonic speakers will blow you away. There's a powerful lite and a screen magnifier to really let you see what you're doing. And, if that's not enough. Handy Boy even has a joystick to give you better control. If you want to explore new worlds, get the ultimate accessory for Game Boy...Handy Boy.

#### Handy Power



#### Handy Power-For Game Boy

Picture this. You're about to reach the final level. You're psyched. And then ...your batteries die! You can avoid this nightmare with Handy Power™. It's an 8-hour rechargeable battery that actually fits into Game Boy's existing battery compartment. It doesn't stick out of Game Boy and get in your way like other rechargeable batteries (Good idea, guys!). Don't get caught out of power, and don't waste your money on other rechargeable batteries. Get Handy Power for your Game Boy.

#### Handy Gear

CRASH! You don't have to worry when you hear that sound anymore. Just slide your Game Gear into Handy Gear. It's a durable shock absorbent and water resistant play-in-case that really lets you take Game Gear with you. And Handy Gear does more than just protect your system from bumps and spills. It boasts a powerful 2.5x screen magnifier, a glare reducer, storage for an extra game cartridge, and a carry strap. It's the perfect accessory for Game Gear, because it protects your system, and makes playing Game Gear more fun! Definitely put Handy Gear on your Christmas list.



**Handy Gear**

### Christmas Wish List

Remember, it's the christmas season. A time for being nice to everybody and for spending precious moments with your relatives. NOT! It's time to tell old Saint Nick what you want to get. Hey, let's face it. Christmas only comes once a year, make the most of it. Fill out this wish list, and give it to the big man in red!



*Play with an attitude!*



#### PROPADS

- ☐ SN ProPad for Super Nintendo
- ☐ SG ProPad for Sega Genesis
- ☐ SG ProPad6 (Also called SG ProPad2 for Sega Genesis)

#### PROGRAMPADS

- ☐ SN ProgramPad for Super Nintendo
- ☐ SG ProgramPad for Sega Genesis

#### JOYSTICKS

- ☐ Arcade Pro- Dual Compatible for Sega Genesis and Super Nintendo

#### PORTABLES

- ☐ Handy Boy for Game Boy
- ☐ Handy Power for Game Boy
- ☐ Handy Gear for Game Gear

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His plane ticket sent him to Chicago, but Doug Brumley hitch-hiked back to Slam City to bring you this exclusive chat with the video game industry's newest star — **Scottie Pippen**.

reviews

PIPPEN

# Hoop Du Jour

One overcast September afternoon in downtown Chicago, Scottie Pippen stood before a dozen microphones. Normally the scene would be nothing new for the man who, as a National Basketball Association All-Star and member of the three-time World Champion Chicago Bulls, has grown accustomed to the media circus that surrounds athletes of his caliber. But on this day in a second floor recording studio, in addition to the cameras, it was a studio mic that presented a new challenge for Pippen.

With the guidance of producer/composer John 'Jellybean' Benitez, Pippen was rapping for the first time, laying down tracks for the theme song of Digital Pictures' one-on-one live action basketball game *Slam City With Scottie Pippen*. The day's recording activities successfully wrapped up a bit sooner than expected, with visions of a possible rap future dancing in Pippen's head.

'I would like to try it again,' said the Chicago Bulls' swingman. 'Maybe with my own lyrics so I could get a better feel. But it was a lot of fun.'

Pippen wasn't bitten as hard by the acting bug while shooting the video footage for *Slam City* last July in an LA studio, but under the direction of Ron Stein (choreographer for

Robert De Niro's fight scenes in *Raging Bull*), he enjoyed that experience just as much.

'We shot for a couple of days and it was a lot of fun,' he said. 'There were these tracks out on the floor and we had numbered spots so I was going from, say, number ten to number seven or seven to eight. And then I had to turn around and do it from an offensive end, dribbling to these spots.'

'We had to time [the slides] and also the guy with the camera had to follow me. That put it in a different perspective than just running and jumping and dunking'.

But Pippen's not the only on-court foe players face in the game. In fact,

Scottie busts a rhyme for his round-ball game!

players must defeat four other challengers — Fingers, Juice, Mad Dog, and Smash — before earning enough respect to face Pippen one-on-one.

'The guys in the game with me were very excited to be a part of it. We had a lot of fun, →



## M.C. Pippen?

Respect (Theme from *Slam City*)

Bring it on, bring it on, bring it on.

(chorus)

Whatcha gonna get gonna get respect  
Whatcha gotta get gotta get respect  
Whatcha wanna get wanna get respect  
So how do ya earn Respect

Welcome to the city that slams with no pity,  
Hope you're ready for slam, slam, slam city,

If you're committin' to hard hittin', good riddance  
'Cuz ain't nobody trickin' or stickin'  
Scottie Pippen  
With a team or without one, you're gonna get done,  
One-on-one, here I come son,  
Just the thought brings you pressure but so what,  
'Cuz on the court I'll be dunkin' like donuts,  
So bring your ego, can't wait to do ya,  
You want respect if you earn it I'll be more than happy to give it to ya,

So bring it on, bring your best hook Ace,  
bring your best shot,  
But if they beat you then I guess not,  
Whatcha wanna earn here is respect  
Yo, you wanna win, you gotta get all you can get yo,  
Just remember Ace you've been warned,  
So bring it on, bring it on, bring it on.

(Repeat chorus)

Not to be confused with the popular Aretha Franklin hit of the same name, *Respect* is the rap theme for *Slam City With Scottie Pippen*. Written and produced by John 'Jellybean' Benitez and performed by Pippen, the track provides a slammin' intro to the upcoming Digital Pictures release. Here's a look at the lyrics which reflect the game's purpose and aggressive street-ball attitude, and serve as a challenge from Mr. Pippen to game players everywhere.

M.C. Pippen and Jellybean, doin' that crazy hand jive!





→ made it real competitive, and made it look as real as possible'.

But Scottie must have really humbled his co-actors on the court between takes, right?

'Not too much,' said Pippen. 'They were guys that probably dreamed of being where I am today as a professional basketball player, so we had a lot of fun. But I think the overall picture of it is that we realize we want the game to do well and take over the world as far as the video game market goes'.

With his starring role in *Slam City*, Pippen joins the other household names like

Shaquille O'Neal, Charles Barkley, and Michael Jordan who are also making their presences known in the ever evolving world of video games.

'*Slam City* is different, it's new, and I think it's great for my image as a professional player,' said Pippen. 'You know, I'm on the game and I'm talking trash — it's like being out on the playground and growing up as a kid. You go out there; you play one-on-one; you compete. Once →

While juggling his many activities — from putting the finishing touches on his new video game to leading the Chicago Bulls night after night — Scottie Pippen rarely finds time to pick up a controller. But when we offered him our prestigious 'Honorary Reviewer' title, he suited up and headed for the gaming arena.

# Raging Bull

**Publisher & Developer: Electronic Arts**

• now available • \$64.95

## NBA LIVE '95

**Scottie Pippen may be a bit tougher than Shaquille O'Neal (see last issue), at least when it comes to reviewing games.**

reviewed for SNES 7#11, GP score 97%

**H**ey, if you're a fan of Phil Jackson or Pat Riley, you're gonna love *NBA Live '95*. It's a game for basketball purists that gives you the actual experience of being able to change different aspects of the game — you know, the zone traps, the man-to-man defense — which I think makes it a better game.

The controls were a little awkward, but once I got the hang of it, I felt like I was the coach out there. I could shuffle guys in and out, I could change

defenses, I could use a motion offense, a three-quarter-court trap... It presented a very high level of strategy. I've never played a game where I had that much control over the different defenses and substitutions.

It keeps your attention with some interesting background graphics like crowd movement and some different things going on the bench and scorer's table — it even had one of those rotating signage boards, so overall it was pretty cool.

The music was great — real, authentic NBA music. I ran it through my speakers so I could really crank it up, which gave me the feeling of being in an NBA arena.

If there is any weakness in *NBA Live '95*, it's in the special effects and 'explosiveness' factor. I've played other games — such as *NBA Jam* — that had more excitement

Yeah! In your face, Shaquille!

What's the NBA without a little trash-talk, but it you're gonna talk the talk, you better walk the walk.

in that area, and with animated characters you never get the reality of live action interactive games. But overall, like I like to say, *NBA Live '95* was 'all good'.



Two hands of rim-racking fury! Feel the power!



Penny with a sweet mid-air dish! If it's in the game, it's in the game!

### GENESIS info

GENRE	sports
PLAYERS	up to 5
LEVELS	n/a
DIFFICULTY	adjustable
SAVE FEATURE	battery
MEGS	16

**pippen's RATINGS**

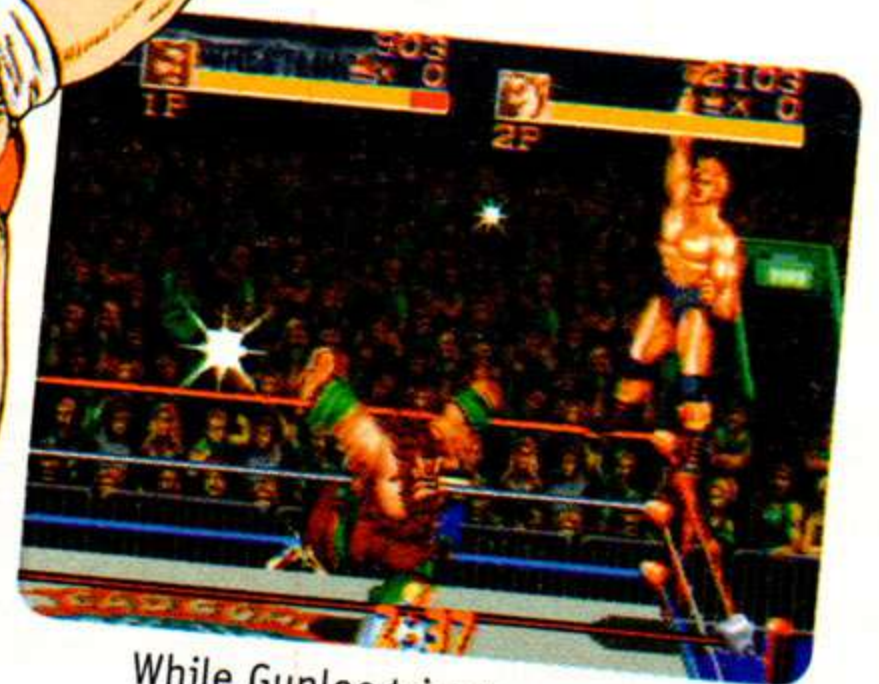
7	GRAPHICS	9
9	MUSIC & SOUND	9
9	BELLS & WHISTLES	
6	CONTROL	6
6	REPLAY VALUE	
<b>OVERALL 75%</b>		



# Head Crushing, Bone Snapping, Spine Popping Fun.



Can the Great Oni act his way out of total slam from Mike Haggar's clothesline?



While Gunloc tries to execute some jungle fever, King Rasta gets him in range for a gut crush.

GENESIS™

SEGA™

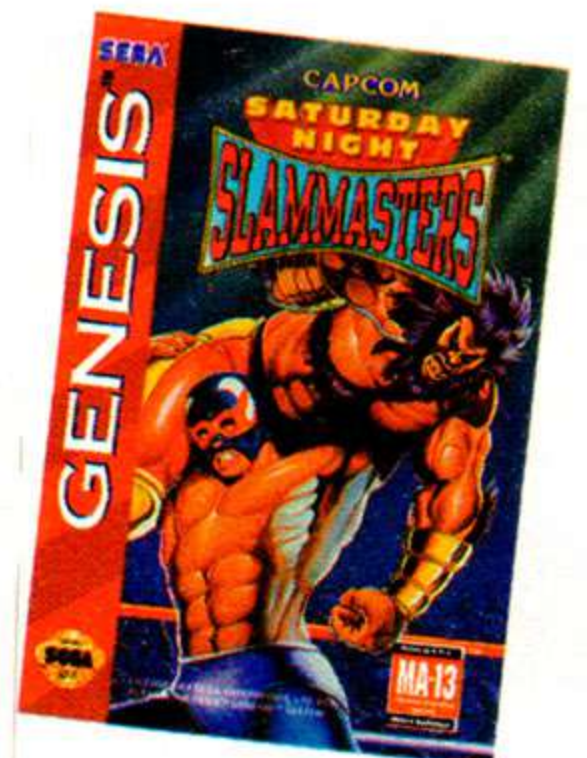
CAPCOM®

## SATURDAY NIGHT SLAM MASTERS. NOW ON GENESIS.



It's El Stingray's atomic drop vs. Biff Slamkovich's furniture pummel.

Gunloc, The Great Oni, King Rasta, El Stingray, Alexander The Grater, Biff Slamkovich, Titanic Tim and Haggar have got to be the most insane muscle-bound maniacs in the history of wrestling. So, even if you execute moves like the super suplex and flying headbutt, you still might not get out of the ring in one piece. Getting totally pummeled has never been this much fun.





→ I saw the concept of how it was going to be, it just struck me as something I wanted to be a part of. I think you see which direction technology is going and pick up on it'.

Beating Pippen on the court would certainly be a monumental achievement, and the M.V.P. of the 1994 NBA All-Star Game is staying tight-lipped about his weaknesses.

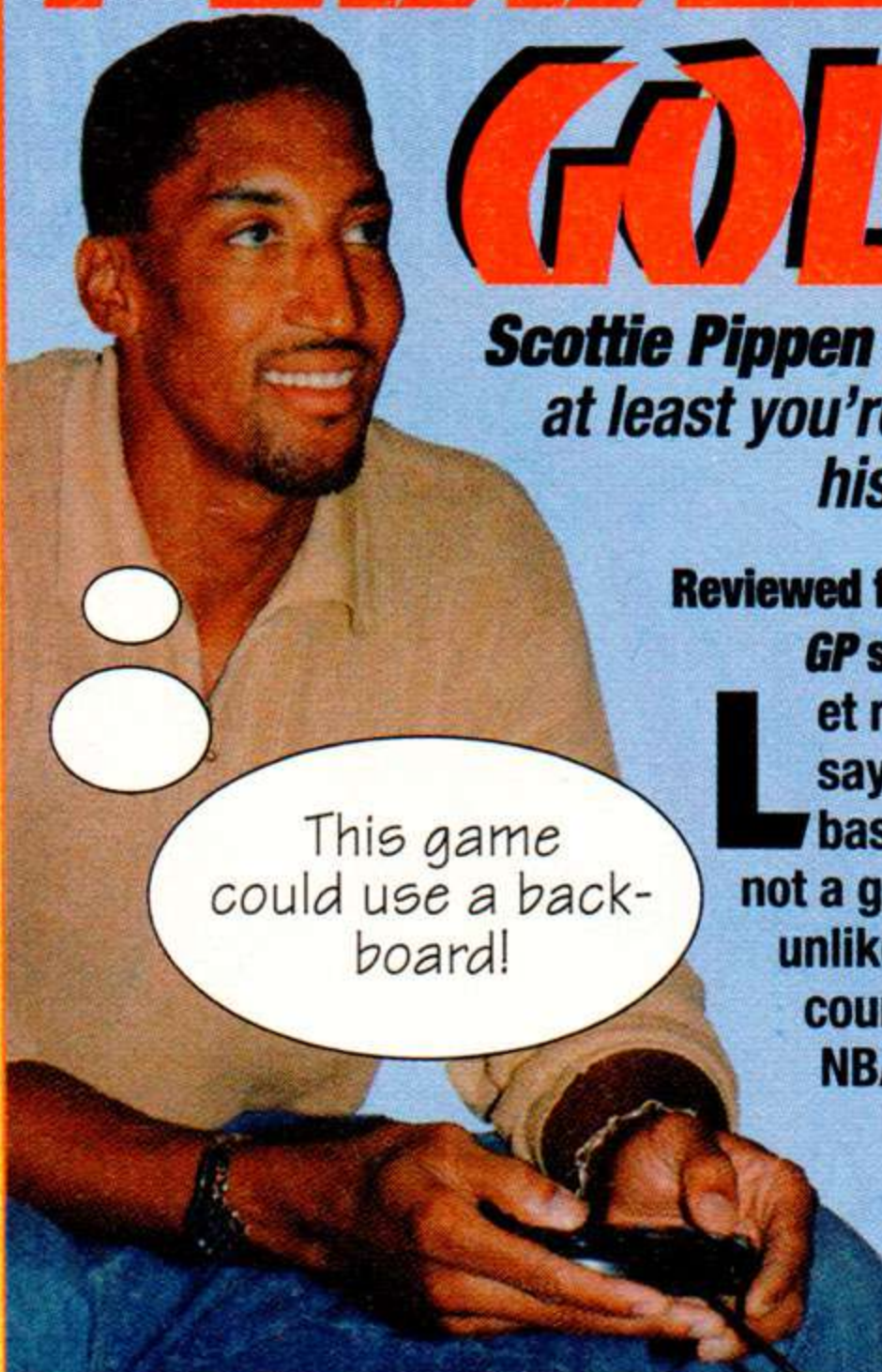
'I'm impossible to beat — I told the guys at Digital Pictures to make sure they fix this game so that nobody can beat me,' Pippen said jokingly. 'But, you know, kids play these games so much that they're going to eventually find out a way to master it'.

Besides rapping and filming the footage for *Slam City*, Pippen spent a 'relaxing' off-season visiting with his family, working on a Nike commercial, boating, and listening to a lot of trade rumors.

'I pretty much blocked [the rumors] out,' he said. 'It's totally out of my hands. I mean, I'm sure I could be traded somewhere and not go or decide to retire — there are a lot of options for me as a player. But I haven't let it affect me at all. I've gone on with my life. My summer's been wonderful. It's been longer than usual because we lost early in the play-offs but hopefully we can do better as a team and shorten it up'. **GP**

Publisher: Sega of America • Developer: T&E Soft • now available • \$54.95

# PEBBLE BEACH GOLF LINKS



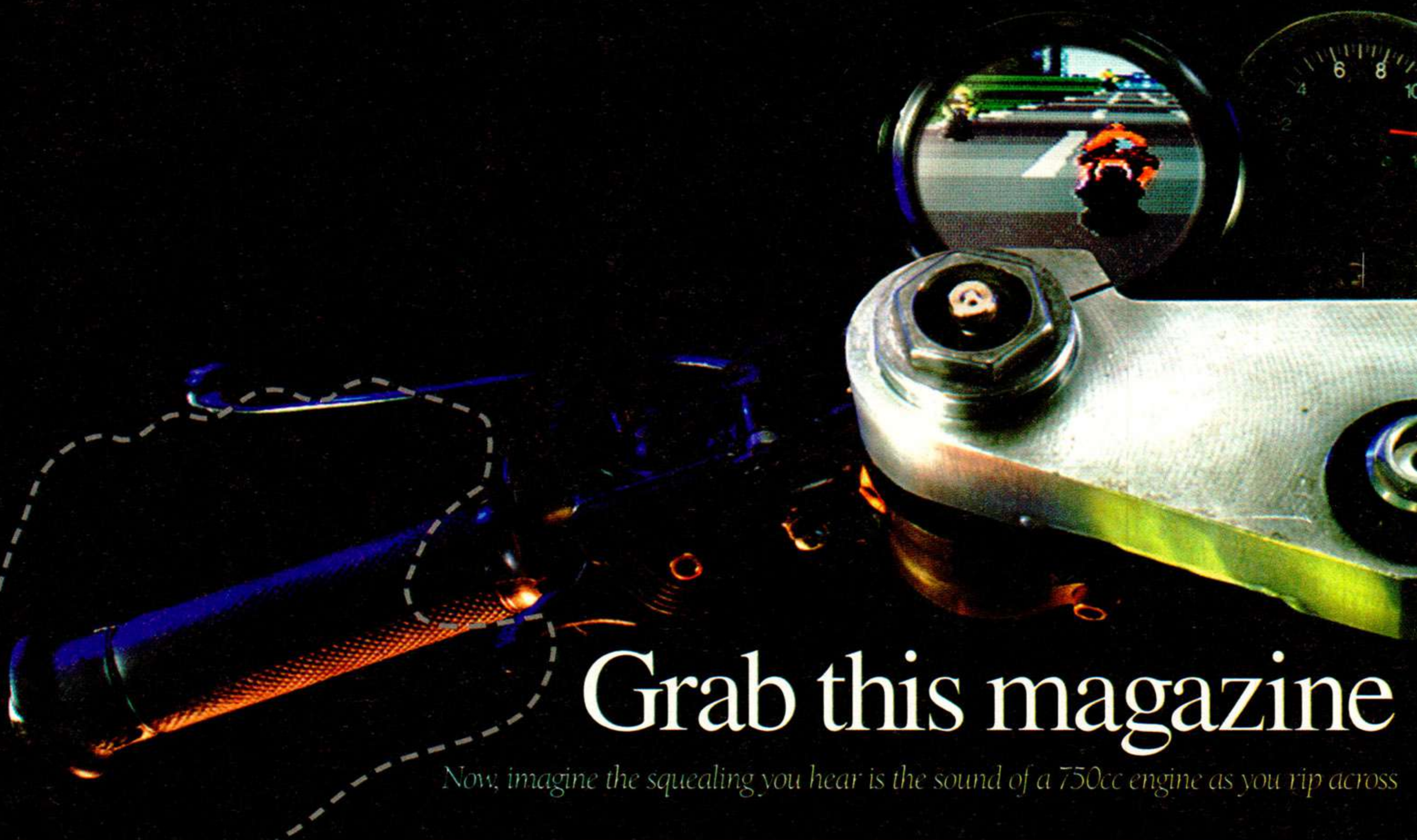
**Scottie Pippen may not be much of a linkster, but at least you're never gonna catch him betting his paycheck on a putt.**

Reviewed for Genesis 7#5,

**GP score 66%**

**L**et me start off by saying that I am a basketball player, not a golfer, and unlike some of my counterparts in the NBA, like Michael Jordan, I have never been much into golf.

I am still developing my video game skills, so there is a lot of room for improvement there too. But I did not like *Pebble Beach*. The bells and whistles were way too complicated for the average player. It was very difficult to move through all of the different functions — very awkward. There were just too many



## Grab this magazine

Now, imagine the squealing you hear is the sound of a 750cc engine as you rip across





Is golf a rocket science? Just look at all these gadgets and thingamajigs!



course, so that part of the game was only average.

I am the kind of guy who just wants to get in there and play the game. I found it very difficult to find the right club, tee it up, and just hit the ball (which is a lot like golf games in real life). I would much rather drive one of my speed boats than play golf, so I guess you won't be seeing me playing at Pebble Beach anytime soon.

levels or options available to you. It was frustrating moving through the different options to get to a point where you could actually do something.

I mean, you have to *really* like golf and video golf to get into this game. The graphics were excellent. It did show you

## GENESIS info

GENRE	sports
PLAYERS	1-4
LEVELS	n/a
DIFFICULTY	medium
SAVE FEATURE	battery
MEGS	16



Look out for this box! If you're not a physicist, you're gonna lose!

Scottie! Shoot for the green, not for the blue!

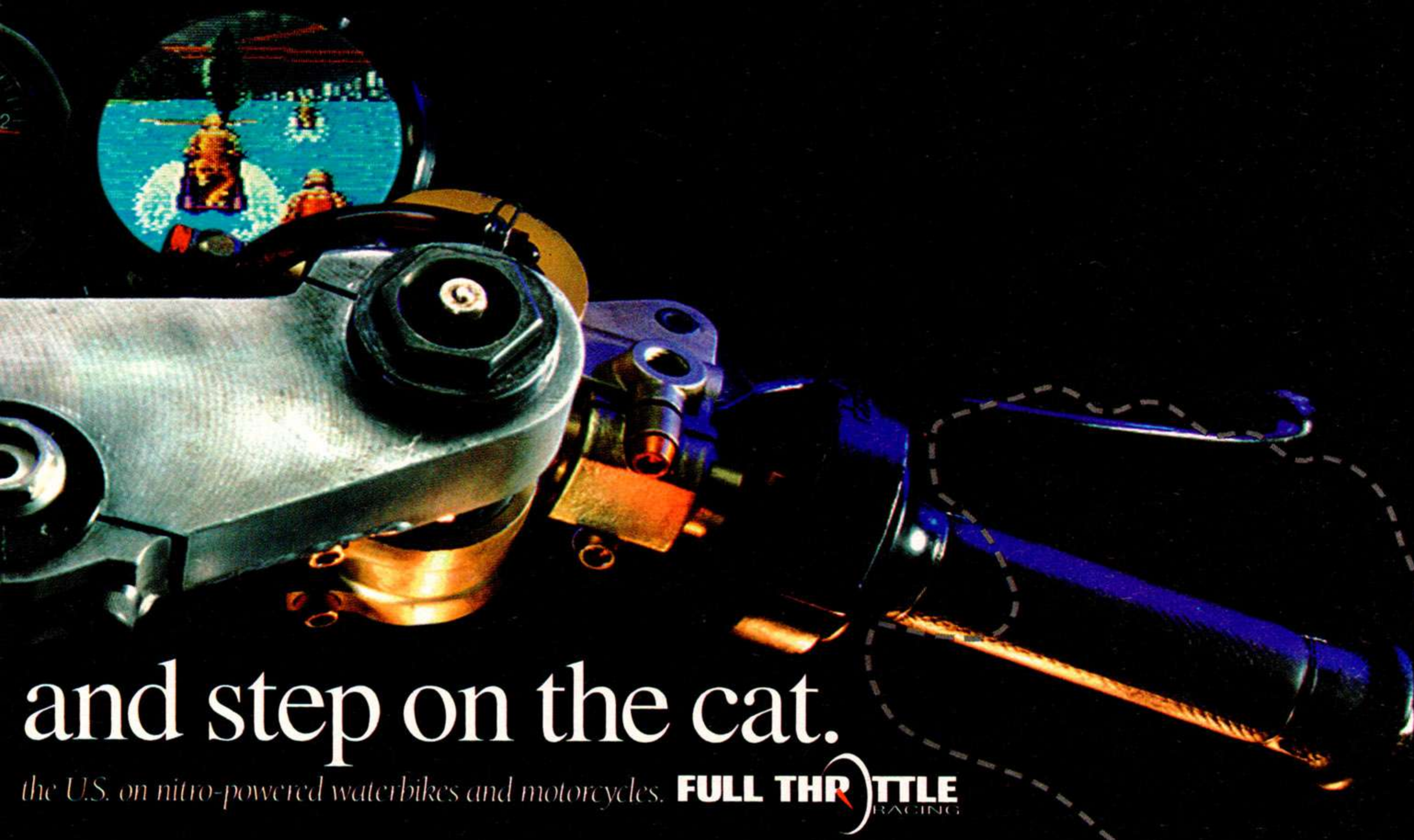
everything you needed to see, and there were some nice houses around Pebble Beach. There are not many sound effects or music on a golf

pippen's

## RATINGS

9	GRAPHICS	5
7	MUSIC & SOUND	5
7	BELLS & WHISTLES	5
2	CONTROL	2
2	REPLAY VALUE	2

OVERALL 50%



# and step on the cat.

the U.S. on nitro-powered waterbikes and motorcycles. **FULL THROTTLE RACING**



# EAT PLASMA YOU FREE-FLOATING, PUS-FILLED, SLIME-SPEWING, GRAVE-RISING, WORM-SUCKING, MAGGOT-RIDDEN, SORRY EXCUSE FOR A POLTERGEIST- WANNABE!



*Snowboarding is cool.  
Bungee jumping can be fun...*

But when was the last time you experienced the primal rush of splattering a mass of grave goop into a thousand jiggling chunks?

Join the Ghoul Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Amityville.



But be warned... Once you dish your 50,000 watts down some festering spook's gullet, you may never have the desire to go rollerblading again.



This guy looks like he's seen a ghost! Save him, then plaster Casper all over the place.



Grab your partner and team up for a splatter-a-thon in 2 Player Cooperative mode.



The bosses in here are pretty spooky. You'll need all the plasma in your cannon to zap this creep.



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# TRICKS AND TIPS

## EARTHWORM JIM

Get off the hook! We bait you with Part One of our earthy strategy.



## THE LION KING

You'll roar through the jungle with pride after checking out our terrific tactics!



## MORTAL KOMBAT II

Blood, guts and gore! Revel in this and more with Part Two of our slashing strategy!



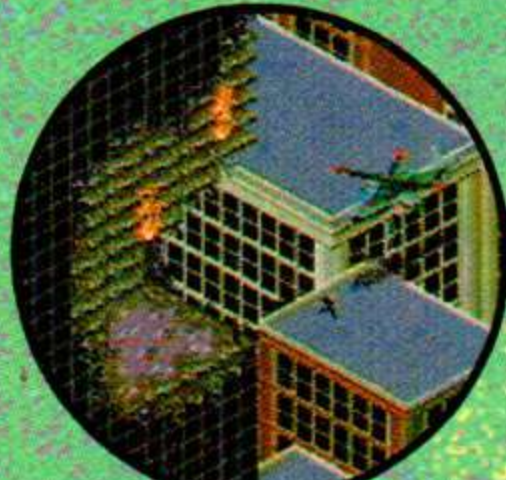
## SONIC & KNUCKLES

Grab for the rings, gems and other things! Get up to speed with these creative clues.



## URBAN STRIKE

Mangle the madmen with our terrific tactics!



## STRATEGIES FOR

Earthworm Jim ..... 70



Indiana Jones' Greatest Adventures ..... 98

Landstalker ..... 104



Legend of Zelda: Link's Awakening ..... 105

The Lion King ..... 64



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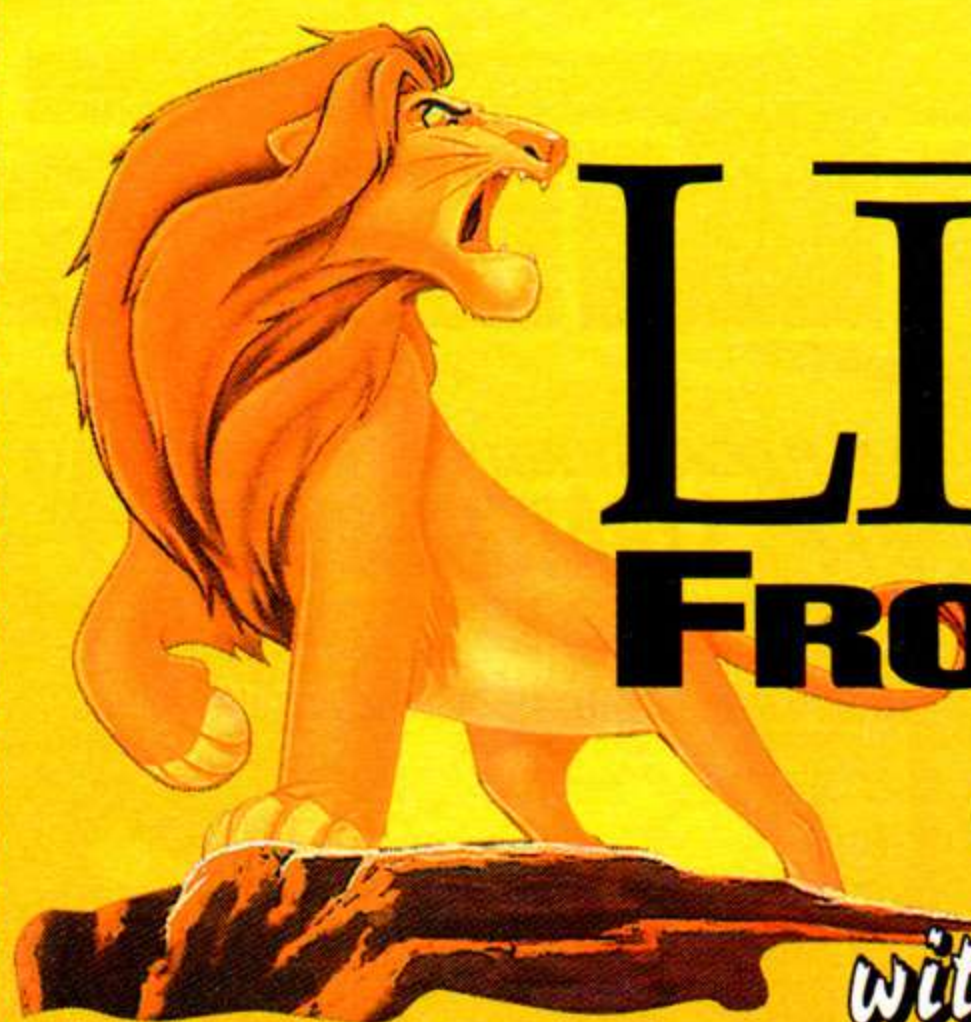


Shadowrun ..... 106

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Urban Strike ..... 76





# THE LION KING

## FROM KITTY TO KING!

Get a jump on *The Lion King* with Part One of our roaring strategy!

### SNES & GENESIS

INFO

#### PUBLISHER

Virgin

#### DEVELOPER

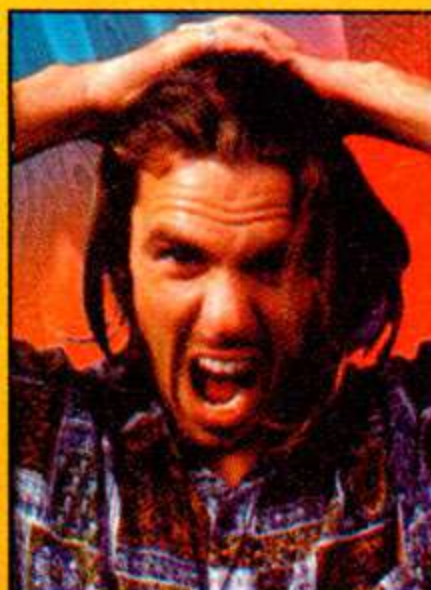
Westwood

#### SUGG. RETAIL

\$69.00

#### GENRE

action/adventure



We sent **Mike Salmon** to the jungles of deepest, darkest Africa to be the king, but he just keeps roaring and scratching!?

Reviewed: 7#11, Score: SNES 96%, Genesis 94%

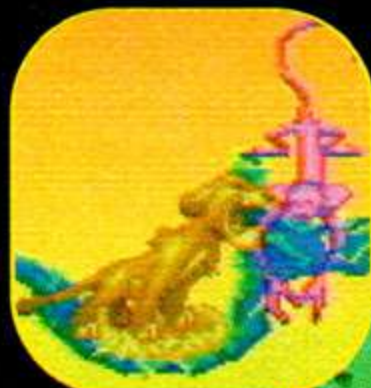
**R**oar! I've been playing *The Lion King* so often that I have become one with Simba. I am the only living 'Lion Man', and I'm willing to share the secrets that only 'Lion Man' could know.

In Part One of *The Lion King* strategy you learn how to get little Simba through many challenges, so that he can mature into an adult lion and eventually become King. Next month, I show you how to overcome big Simba's intense challenges in *From Kitty to King: Part Two*.

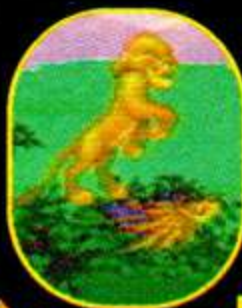
So read carefully, follow directions, respect 'Lion Man', and get set to take your place in the circle of life. **GP**

### BUST A MOVE!

What can this cat do?



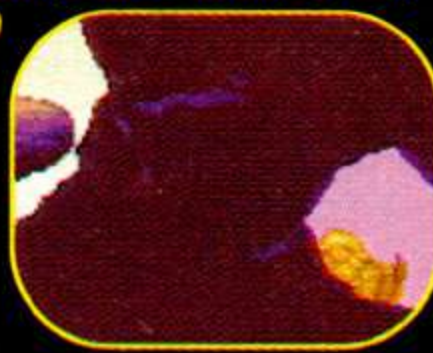
**The Meow** — Flips porcupines, scares monkeys, and it's so darn cute.



**The Pounce** — Simba's only attack. Master it or lose all nine of your lives.



**The Roll** — Knocks porcupines on their backs, and is the only way to get to secret areas.



### THE PRIDE LANDS

**Eat Simba, eat! Growing lions need their... bugs?**

The first level isn't hard, but it's important that you collect all the hidden bugs, continues, and 1-ups. Follow this strategy and you're gonna collect everything in this level and also get a bonus level.



Run the little kitty all the way to the right, then back to the left on the next highest rocks. Keep going back and forth picking up all bugs, like this one.



Beware of the ever-dangerous exploding bugs! When you pounce them, they fly around for three seconds, then explode. After you pounce, run away to safety.





Parents Beware!

Do not let  
your child  
read this.







# Stop

Does your child exhibit any of the following strange behavior patterns?

- Excited conversations with on-screen characters.
- Sudden waves of nausea brought on by cartridge-based games and computer-generated graphics.
- Frequent complaints that everything else is "kids' stuff" and/or "just cartoons."

The effects are undeniable. After just one exposure, a Digital Pictures product can damage .....➡ your child for life.



Know them. Understand them. Face the threat they present. These Digital Pictures aren't ordinary video games. They are full length interactive movies. They use real actors. Hollywood directors. And the best special effects money can buy. Is it any wonder our children will be helpless to resist?

This must be stopped, **and stopped now!**







# Go No Further!

These games are not designed by wholesome cola-drinking college boys with bad hair-cuts. They are the products of seasoned

Hollywood professionals.

Professionals who intend to do everything in their power to enslave our youth.



Experts report Digital Pictures' current technology is years ahead of the nearest competitor. Parents accustomed to CD ROM games with refreshing pauses and frequent blank screens will be in for a nasty surprise.

The distressing facts:

- InstaSwitch™ technology eliminates any and all delays.
- No lags, no breaks.
- Action is continuous and instantaneous.
- Days could pass before your child stops for nourishment.

Look out for these symbols!



What's more, Digital Pictures' sinister DigiChrome® technology processes flamboyant colors and flagrant images in ways even our most brilliant scientists can't begin to fathom. Digital Pictures' engineers have overcome hurdles insurmountable by other game companies. This outrageous and unfair play-power advantage is akin to Digital Pictures using dynamite when everyone else has only slingshots. A dangerous notion indeed!

## This must be outlawed!



# Warning!

Digital Pictures is attempting to sell your child completely addictive entertainment products.

- These are **not** cartoons.
- They are 100% full-motion interactive

## CD ROM MOVIES.

- These are not **Games** the whole family can enjoy.
- They do not meet the gentleness standard of the National Council for Keeping Children Well-Behaved.
- Unchecked, these products will unduly excite our nation's youth!

# Corpse Killer

No friendly little shooter, but a horror movie that becomes your worst nightmare - and you're in it!

Part of a Navy SEAL team en route to a remote Caribbean island, you are commissioned to terminate the insane Dr. Hellman and his army of undead criminals.

When things go awry, you find yourself alone, dying of voodoo poison, and slowly turning into a zombie. Do you save yourself? Rescue your companions? Complete the mission and eliminate Hellman? All three? No matter what, pick up your gun and start shooting.



"...what are we doing holed up in a bloody graveyard?"

Julie Barnes. Who is she and what does she want?

It's said this man can destroy the world. He can also save your life.

How do you kill what's already dead?

# Slam City

With Scottie Pippen.

Head to the cage and see whether you can run with some of the best streetballers around. It's live, in-your-face basketball. One-on-one, on the blacktop. Played the way it was meant to be.

Drive, dunk, steal, shoot the fade-away. Do whatever you gotta do to get past Fingers, Juice, Mad Dog, and Smash, and you may just earn enough respect points to face Mister Scottie Pippen himself - not a computerized animation, but the real world champion, pin a real game, head-to-head, for the first time ever.



That's Mister Scottie Pippen to you.

Brittany loves a winner. And only a winner.

Meet Mad Dog. Ear plugs are optional.

# Supreme Warrior

Enter the dojo of the grandmaster of all fighting games. Become a weapon of vengeance. Side kicks. Front kicks. A flurry of palm heels. A double-deadly body blow. And that's just the beginning. Unleash your Buddha Palm. Your Leopard Strike. And dozens of other hidden moves. You wanna fight cartoons? Get real!

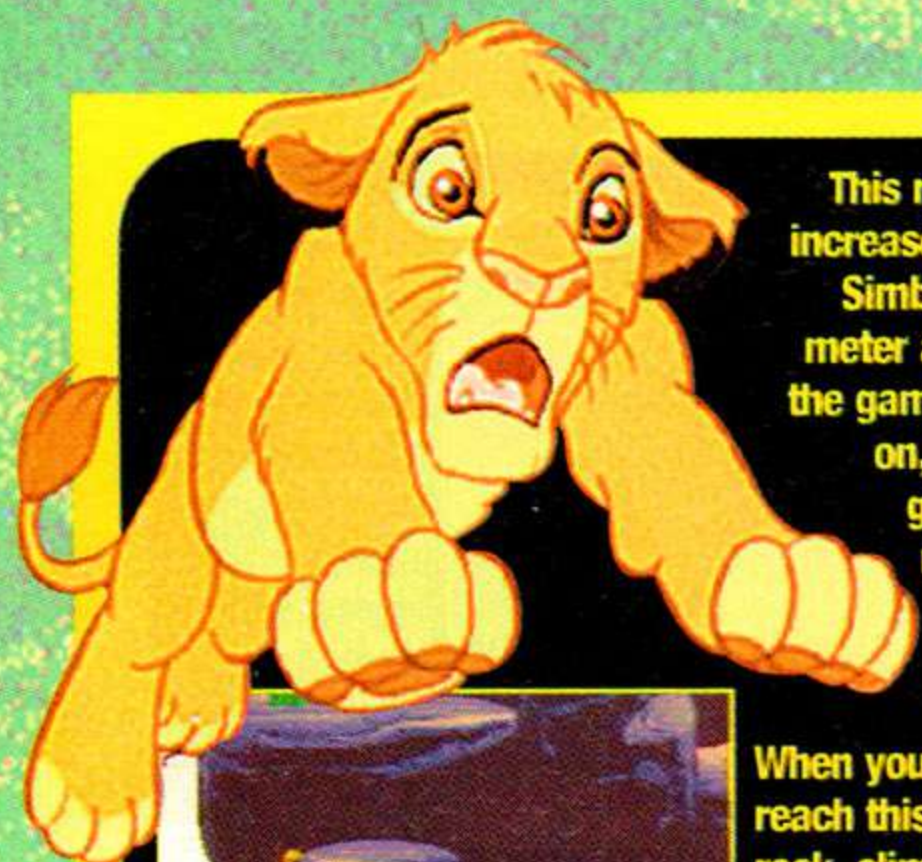
Only you stand between this man and the massacre of an entire village.

Fight real-life martial arts experts in real-time and on location in ancient Hong Kong.

Wanna be a martial arts movie star? Now you've got a fighting chance!







This red bug increases little Simba's life meter and, as the game goes on, you're going to need it.



When you see the bug, run to the far left edge, fall down to the next rock, then jump to the bug.



Voila! Your little life meter is growing.



When you reach this rock, climb over it and jump down below.



If you're not at a maximum eight lives, there's a 1-up and a porcupine. Grab the 1-up, then roar at the porcupine and pounce him.



Now roll Simba towards the wall at the right.



Get up on the tree tops and find this little bug and you get a bonus level.



The tree tops to the farthest left are where you find these valuable bugs. The blue one adds

to your maturing roar and the other restores you to full health.



You've landed in a secret area! Go down to see what it holds.



There's a bug to restore your health and an extra continue. Just get rid of that porcupine and you're on your way.



Jump from the tree tops to the location of a continue point and the final bug. Pick up the bug on your way down to Simba's first run-in with a hyena.



Run Simba all the way to the right and wait for the hyena to jump over.



Then jump up on the ledge and wait for the hyena to try attacking again. He misses and

stands below you panting for air.



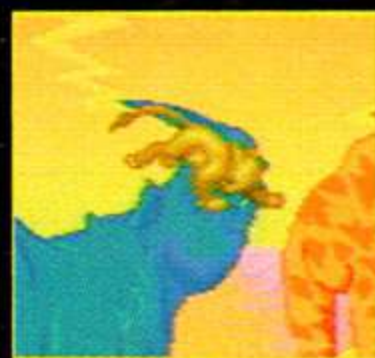
Jump Simba up two rocks, then roll to the left and little Simba comes flying back to the regular section.



Before he catches his breath, pounce him to secure his doom (On normal difficulty you have to repeat this strategy twice, and three times on hard) and move on to the next level.

## CAN'T WAIT TO BE KING

Time for a little monkey business! Hold your horses, little Simba, you're gonna be king in time. Just pay attention to this helpful advice and level two is a breeze.



Jump on this hippo's horn and he sends you straight up to a tree full of monkeys.

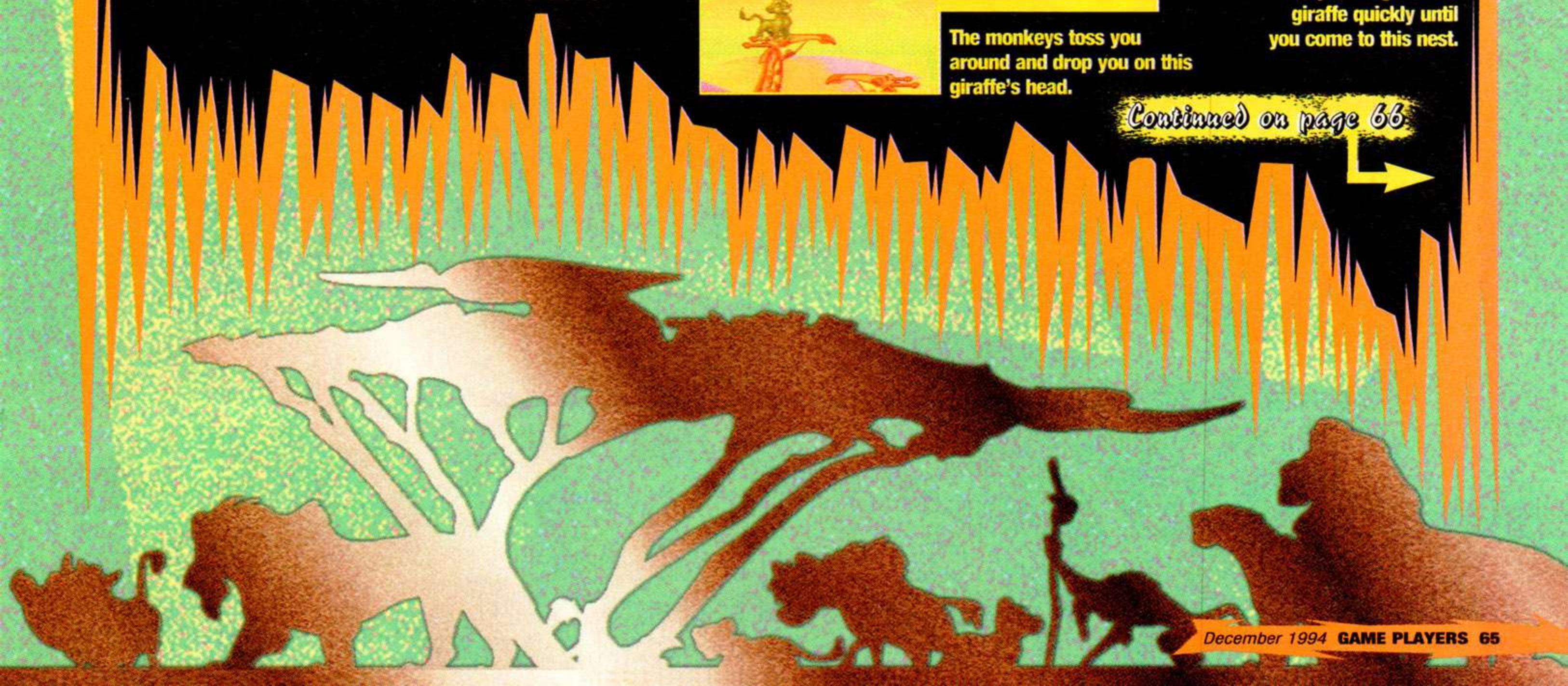


The monkeys toss you around and drop you on this giraffe's head.



Jump from giraffe to giraffe quickly until you come to this nest.

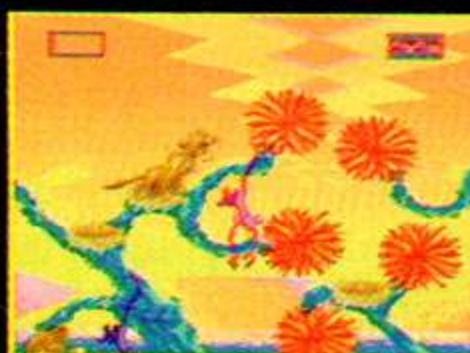
Continued on page 66





*Continued from page 65*

Jump to your right until you reach this pink monkey, give him a good meow and he changes directions.



Now go up until you see this pink monkey. Let him smell your catnip breath and he also changes directions.



Jump straight down to the hippo's head and he bounces you up to the monkeys you've just positioned.



The monkeys toss you around and throw you down on this ostrich. Now it's time for a little ride.



Arrows like this appear telling you what to do. Just jump over and duck as it tells you.



When you see the double arrows, get ready for a little challenge.

Wait until the last second to jump

the ostrich, then jump Simba. Get your timing down 'cuz you have to do it again later.



The second ostrich ride has no arrows. The SNES pattern is: jump, duck, jump, jump, double jump, duck, duck, jump, double jump, jump. It's the same for Genesis, with no last jump. At the finish, you're tossed to another monkey tree.



Go to the first pink monkey you see and roar to change his direction. Now go jump on the hippo to the left.



The monkeys toss you over the water and to this other tree of monkeys. Roar at the monkey you land next to.



Now jump down to the ground and go left. You must jump from log to log back to the other side (There is a 1-up on the first log if needed).



Jump on the hippo to the right to get a 1-up, then jump on the hippo to the left. You are tossed all over the place and wind up here. Roar at the pink monkey to align him correctly.



Now jump to this blue bug to get your bonus level.



Go back to the first monkey you roared at and do it again, now jump on the hippo to the left and, after being tossed from monkey to monkey, you are sent to the next level.

## Bug Chompin'

### Belching, bug-eatin' fun!

Collect the proper bugs and you get one of these two bonus levels after each level.



Your friend Tibeon is catching bugs, in his mouth (yuk!). Catch as many as possible and you can get Simba more roars, or lives. Use his disgusting belch to get all the bugs on screen.

Get all the bugs you can in 60 seconds, being sure to avoid the black widows. You can gain lives and continues to make the game a little easier to swallow.





## Elephant Graveyard

### Dem bones, dem bones!

The graveyard is full of hidden or hard-to-reach bugs, but if you just follow this guide carefully you can be the best that Simba can be.



Ahhh! This is no place for a cute little kitty like Simba. Wait for the hyenas to jump, run under them, then jump on both of them when you hear them pant.

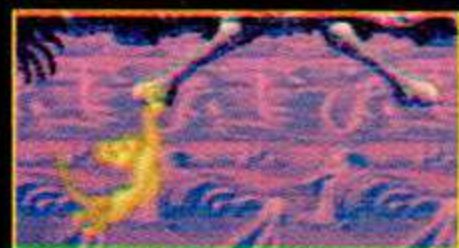


Jump over the fallen bone and run left to find a bug to restore health, then drop down and follow the path.

Don't pick up this bug! It's bad and hurts you.



When you run into a hyena, stay away until he pants, then pounce. When he's defeated, jump here to get this bug that gives you a bonus level.



Now swing along these bones carefully until you see solid ground below.



When you see birds, run and pounce them before they take off.



Now get out your baster and prepare a Thanksgiving feast. If you don't get them before they take off, you have to time it well and hit them twice.



When you see this bug behind a pile of bones, roll through them and you regain full health.



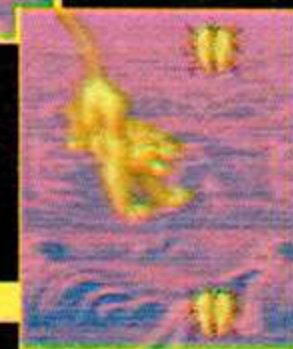
Swing up these bones by swinging backwards. Once you reach the top you have two choices...



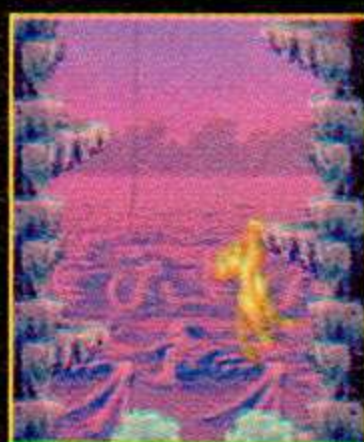
Jump far to the left to collect this 1-up if you need it.



Jump to the right to collect these two health bugs and move on.



Jump over the pile of bones to reach this point and don't miss that little hiding bug to the right. You have to climb up the ledges to move on.



Hope you practiced your climbing 'cuz now the water rises up rapidly. If you're not fast enough, you won't get past this point.



Once you get past the rising water, go the left until you don't hear the water, then go back and collect this health bug.



Get across the field of spiky bones, then fall down and to the right.



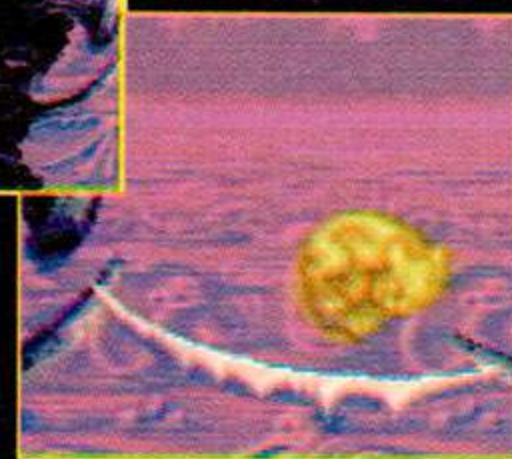
Now roll Simba to the right through this wall.



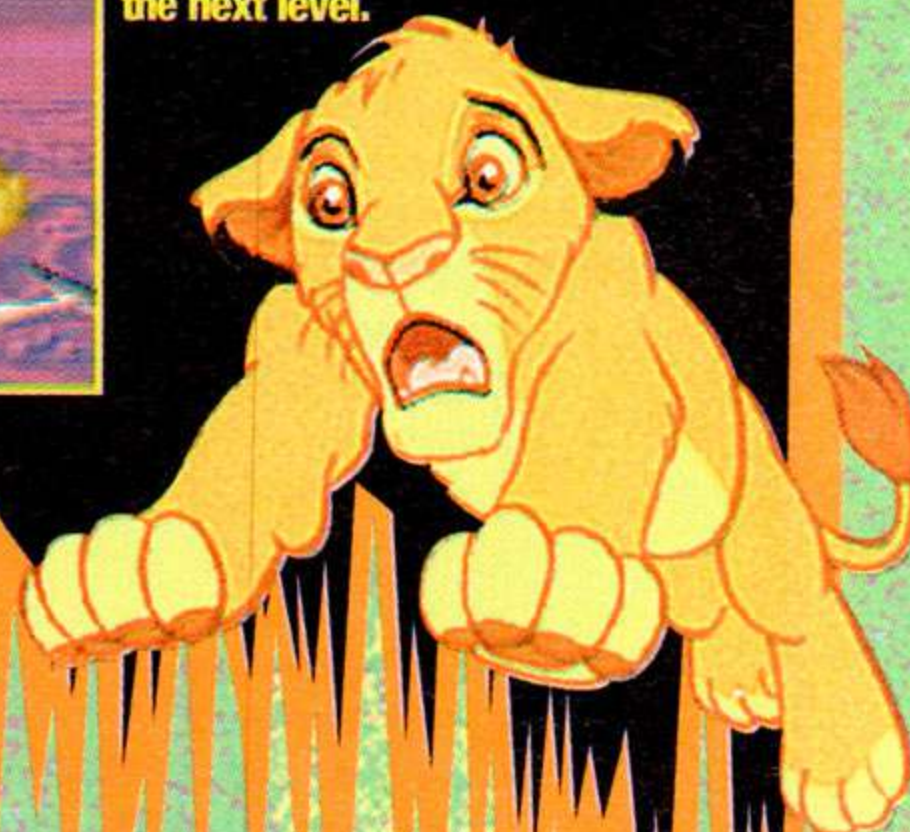
Keep jumping over to the left and you run into a couple of hyenas like these and several birds. Use the same strategies to get by these tough opponents.



When you see this continue jump down and get it, 'cuz you may need it.



Just jump back up through the hole and you bounce back on track. Your final challenge is three hyenas. Fight them wisely and you move on to the next level.





## The Stampede

### Run, Simba, run!

Get this strategy! Don't let the wildebeests run you over or you die! Simple? Well, just pay close attention and be ready to get out of the way.

Keep running Simba to where the wildebeests aren't, and when they're all across the path like this get in front of the slow one.

Then quickly move out of the way before you get a big hoof print on Simba's head.



When you see these rocks come up, count to three, then jump and you avoid tripping on them.

## Simba's Exile

### Getting Rocked!

Simba's been sent away for causing a stampede. He needs to escape to take his place in the circle of life. The trickiest part of this level is that the hyenas are above, tossing rocks on poor Simba, so keep moving.



Go right, jump down to the next platform, then left down to the next platform, then right and jump down in this hole. Now roll through this wall and pick up this health bug, if needed.



Get back up and go left, now go down in this hole. Roll to the left and Simba goes down a much safer secret path avoiding a nasty rock chase.



Pick up two bugs including this bonus level bug. Jump up to the grassy path and run right fast 'cuz a boulder is right on your butt!



## Hakuna Matata

### That means 'You're Stupid'

It took me forever to figure out this level's pattern, but once I did I felt like a total idiot. It was so simple. You can avoid that confusion by checking out these jumpin' hints.



Jump down the first waterfall on the right and keep pressing right. On the bottom, keep jumping up from platform to platform.



You finally see some ledges. Climb up those, then you must swing along these poles. Pick up the 1-up if needed and continue on.



and you pick up this red bug which increases your life meter. When you get to the bottom, just dive Simba to his death.



Once you're on top, you can go to the left and collect this bonus level bug. If you feel confident getting up the falls again, go for it.



Jump over the falls, pounce the frogs and roll against the right wall to get a bug and a passage to the gorilla.



Dodge the rocks the gorilla throws at you, keeping your distance. When he goes to pound the ground, jump up and land on his head.

Now you're back at the continue point. Jump to the second waterfall and go down the right side and press right. Now jump to the right for the next waterfall, and press right on the control pad.



You end up here. Now start climbing up the waterfall on the falling logs. Get on the slow moving first row.



Eventually he jumps to this ledge and pounds in fury. Ooops! The ground's breaking.



AAAAAAHHH! Splat! You've done it; now Simba is a full grown lion with all new moves and challenges. Check part two next month to learn how to find and defeat evil Uncle Scar.





In the graveyard, Firebrand must bust through Belth's claw to recover the Crest of Fire.



Before he may enter the Demon Realm, Firebrand must confront Somulo, the dragon gatekeeper.



# ALL HELL IS ABOUT TO BREAK LOOSE.

Your spine will tingle as you enter the terrifying Ghoul Realm, where the evil Phalanx has hidden the magical, powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargoyle who morphs into unique and powerful forms—each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way to have fun.

**CAPCOM**



Firebrand morphs into the Tidal Gargoyle, in an effort to shoot the Holoturion snail.







*When the pressure's on, Doug Brumley engages in discussions regarding who would*

*kick more butt: Earthworm Jim or Alfred Chicken.*

Reviewed: 7#11, Score: SNES 96%, Gen 95%

**T**hey say the clothes make the man and I guess that goes for earthworms as well. The robo-suit that literally fell into Earthworm Jim's possession gives him all the powers he needs to rescue Princess What's-Her-Name. Without it he's just another washed up earthworm. Jim's nemesis, Psy-Crow, is hot on our hero's trail and just has to get his talons on that suit, but Jim has other ideas. He's hopping from planet to planet, for nine tough levels, in an effort to rescue the princess.

But without you, Jim ain't going nowhere. So brush up on the following strategy and get started. Each level is crammed full of secrets and surprises, but this game's most prevalent quality is its toughness. With no save feature or passwords you have to be quick on your feet (or whatever earthworms stand on). **GP**

## Talkin' Trash

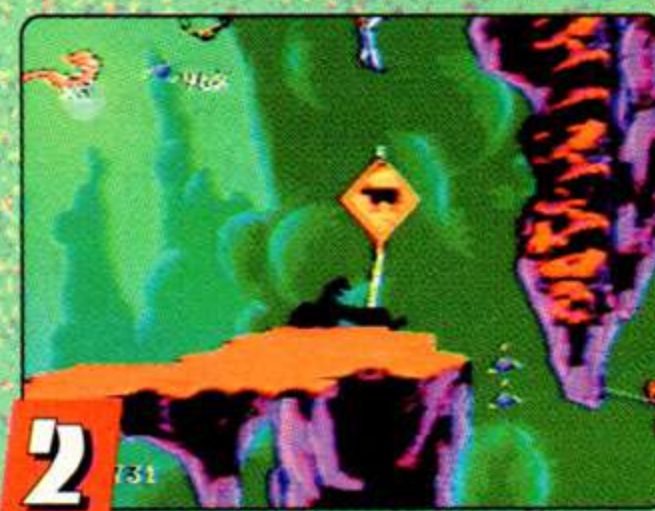
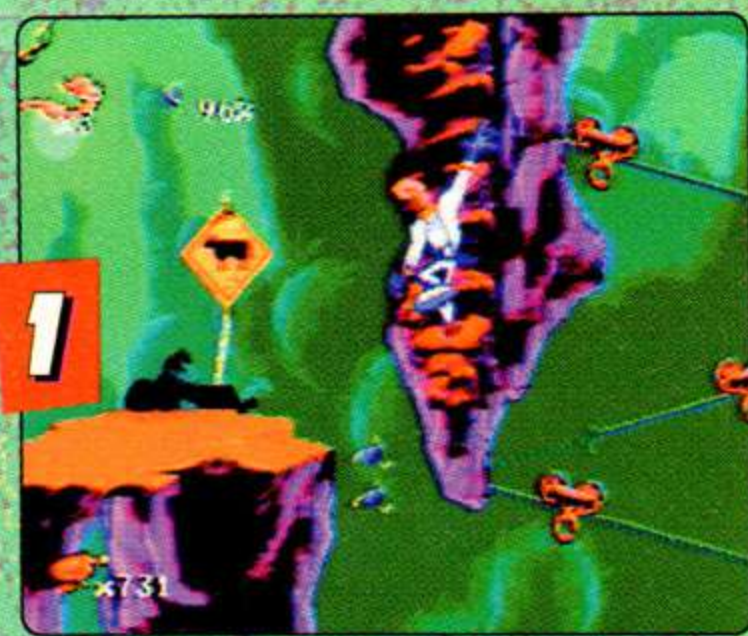
New Junk City, where Jim debuts, is crammed full of secret areas and items. Hopefully curiosity won't kill the earthworm.



It's best to save your bullets by whipping the dive-bombing birds out of the sky.



For those of you with patience, try squeezing Jim through this tiny crevice (it is possible!) and making your way over to the two waiting super guns.



To reach the super guns at the very top of the level you must climb the wall on the right and travel left across the hidden chain.



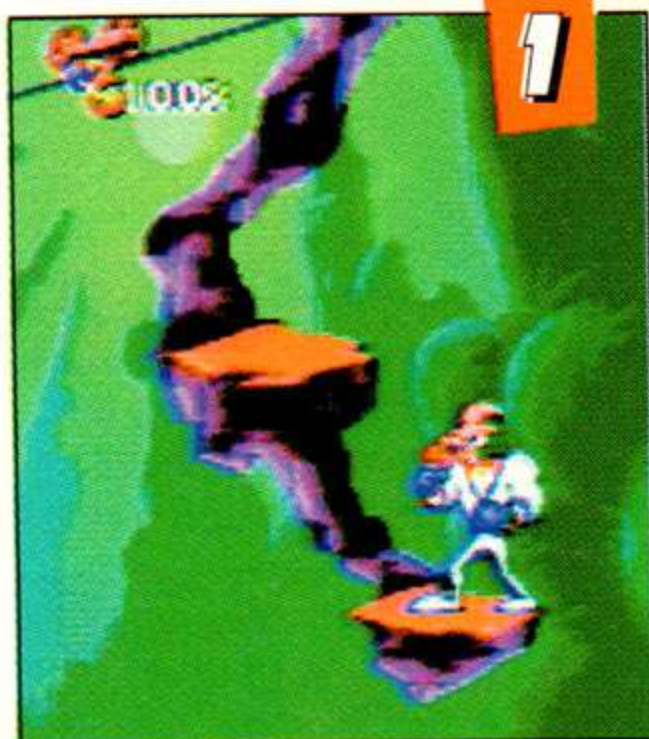
Just to the right of that area rests these four guns, which are reached by climbing the pulleys.



Dig Part One of our **EARTHWORM JIM** strategy!!!

Put the Lid  
on a Can of  
**Worms!**





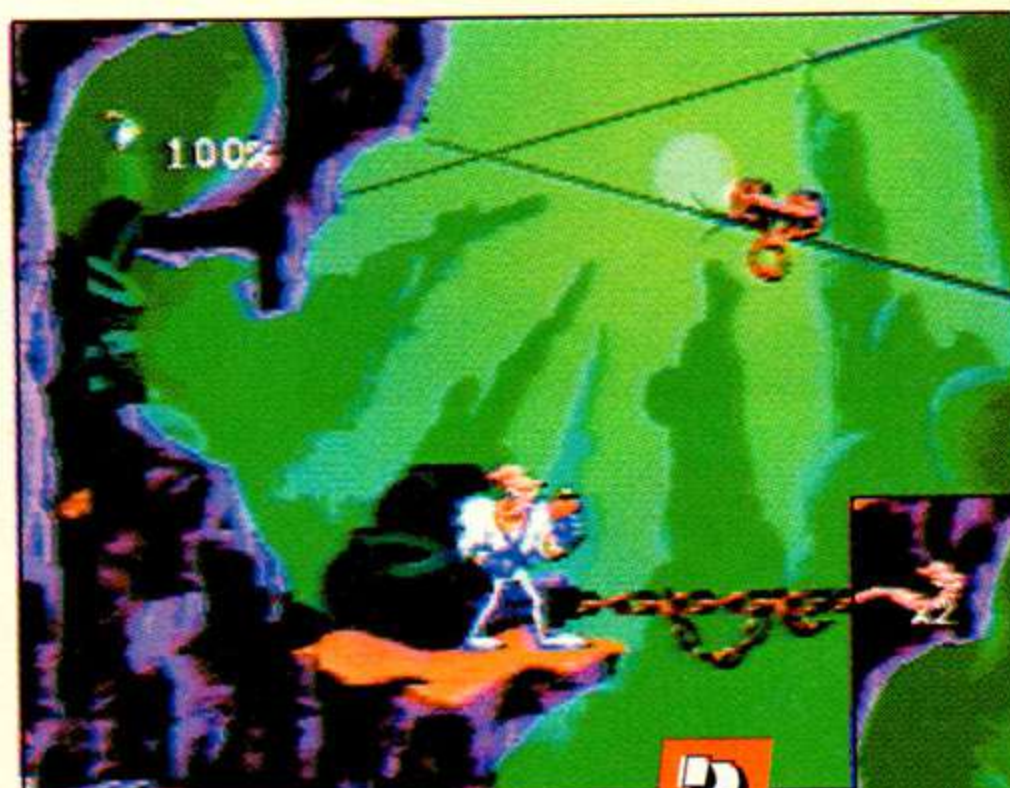
Bounce from the tires up to this suspended platform and make your way onto the zip line.

## Be Sure to Flush!

There's a profitable short-cut through New Junk City, but be sure to bring your Tidy Bowl cleaner.



At the very end of the zip line, jump up and left and immediately whip. You should be able to catch the antlers of the moose trophy and swing to a secret area.



After crossing the chain, carefully make your way up the succession of zip lines. Jump for the next pulley when the one you're on is about 3/4 down its line.



Two junkyard dogs and two super guns later, you find yourself face to face with this porcelain commode. Jump in to warp to an ammo-rich secret area located just below the stage's sub-boss.

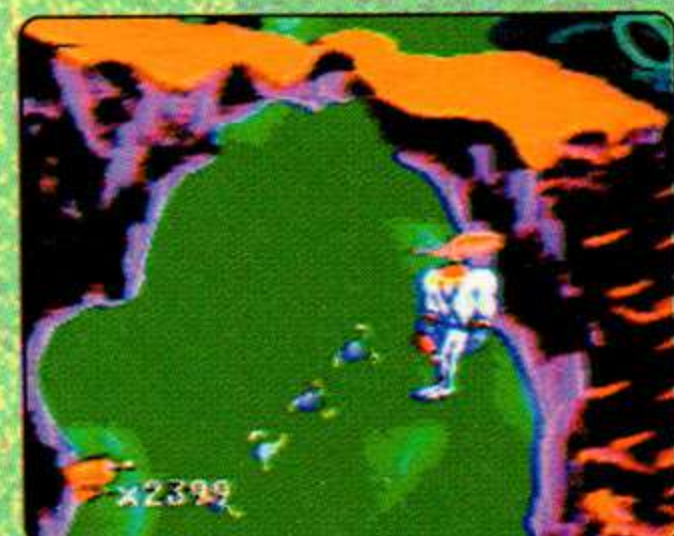


2



Stand on the platform to the left of the conveyor belt, then jump to the right ledge of the next platform so you can pick up the gun power-up.

It's helpful to tap the C button when descending to slowly helicopter down. It allows you to pick up several hard-to-reach items suspended next to vertical drops.



Swing to the left from this set of moose antlers to reach another secret area that's packed with health and gun power. It's one of the many paths to the stage's sub-boss.

Not all pulleys are affected by gravity. Use the kickback from Jim's gun to propel him in the desired direction.



Once you've passed the conveyor and the continue point, climb to the top right ledge where you find some health. Jump left from the ledge and use your whip to grab the almost-hidden hook. Whip to the next hook and you find a precious extra worm.



## SNES/GENESIS

INFO

### PUBLISHER

Playmates Interactive

### DEVELOPER

Shiny Entertainment

### SUGG. RETAIL

\$69.99

### GENRE

action



# Kick the Can

For a garbage can, this sub-boss can be fairly tough.

Learn how to avoid and take advantage of his three-move pattern.

Next it becomes a cannon-like object that fires anvils. There's a distance that you can stand away from the can and still hit it while avoiding the anvils.



The can's first move is a little dance and stomp routine that brings tubas out of the sky onto your head. Shoot the can until it stomps, then fire straight up to deflect the falling instruments.



The can won't sit there and take much, so it quickly begins pacing back and forth. Defeat it by standing on one side of the screen, firing at the can as it approaches and moves away, and jumping straight up when it comes to your side of the screen.



To beat the main boss, Chuck, whip the boxes onto the springs so that they bounce up and hit him. You must do this six times while also avoiding falling tubas and the fish he pukes. After a couple of hits he begins to move, making him tougher to hit.



To get from stage to stage you must race Psy-Crow through an asteroid field. Pick up 50 bubbles along the way and win the race to earn a continue.



Should you lose to Psy-Crow, you've got to fight him before moving on. Daze him by shooting, then jump and whip him.

# Boss, Thy Name Is Evil

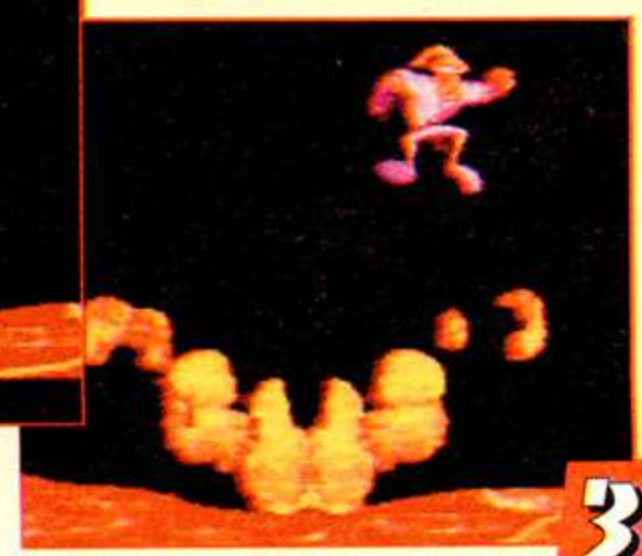
After making your way through Heck, you come face to face with Evil and each of his nine lives.



This first half of the fight against Evil is boring, and Jim's without the help of his suit's super powers to boot. Simply jump the trails of fire until Evil's ledge eventually collapses and you can jump back into Jim's suit.



But wait... there's more. You've got to finish each of Evil's nine lives by shooting him as he dives. Jump the trails of fire that sweep across the screen in both directions.





# 4 The Land Down Under

Demons, fire, and Muzak welcome you to the depths of Heck. Evil the Cat has been expecting you.



Be quick on the draw to keep these demons from putting the bite on your butt.



Always be on the lookout for hooks — they usually lead to secret power-ups or areas. Some, like this one, require you to swing in one direction then catch it again and swing in the other direction.



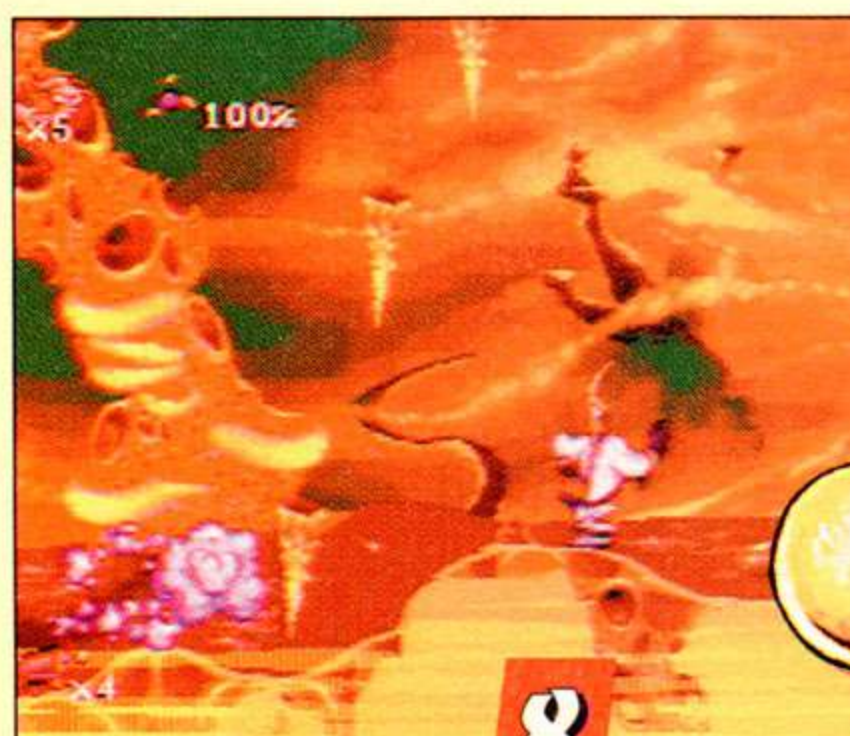
Jim looks more like a trained seal than a worm when it comes to making this green gem carry him to the level's upper reaches. Tap to the right, then hold right to get it started. An extra worm is located to the left of the gem's path.



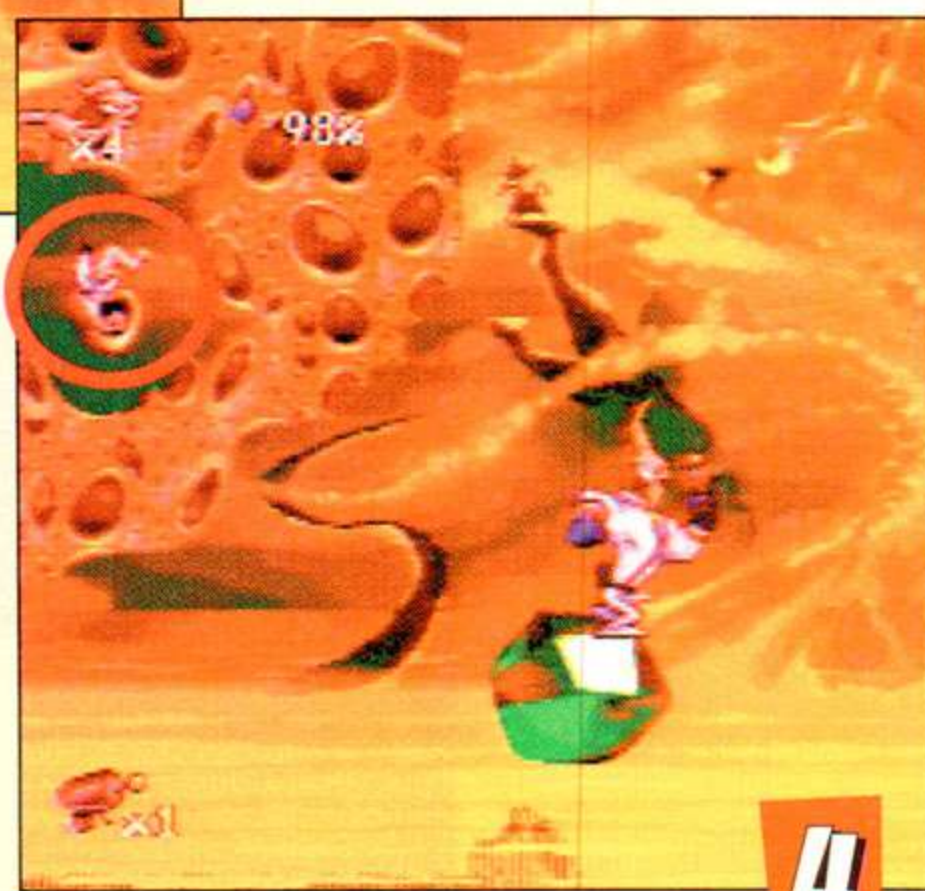
Whip the gears a few times to open the door a little, then run through.



Put these overbearing businessmen out of their 9-to-5 misery by whipping away their bullet-proof briefcases and then shooting them with your gun.



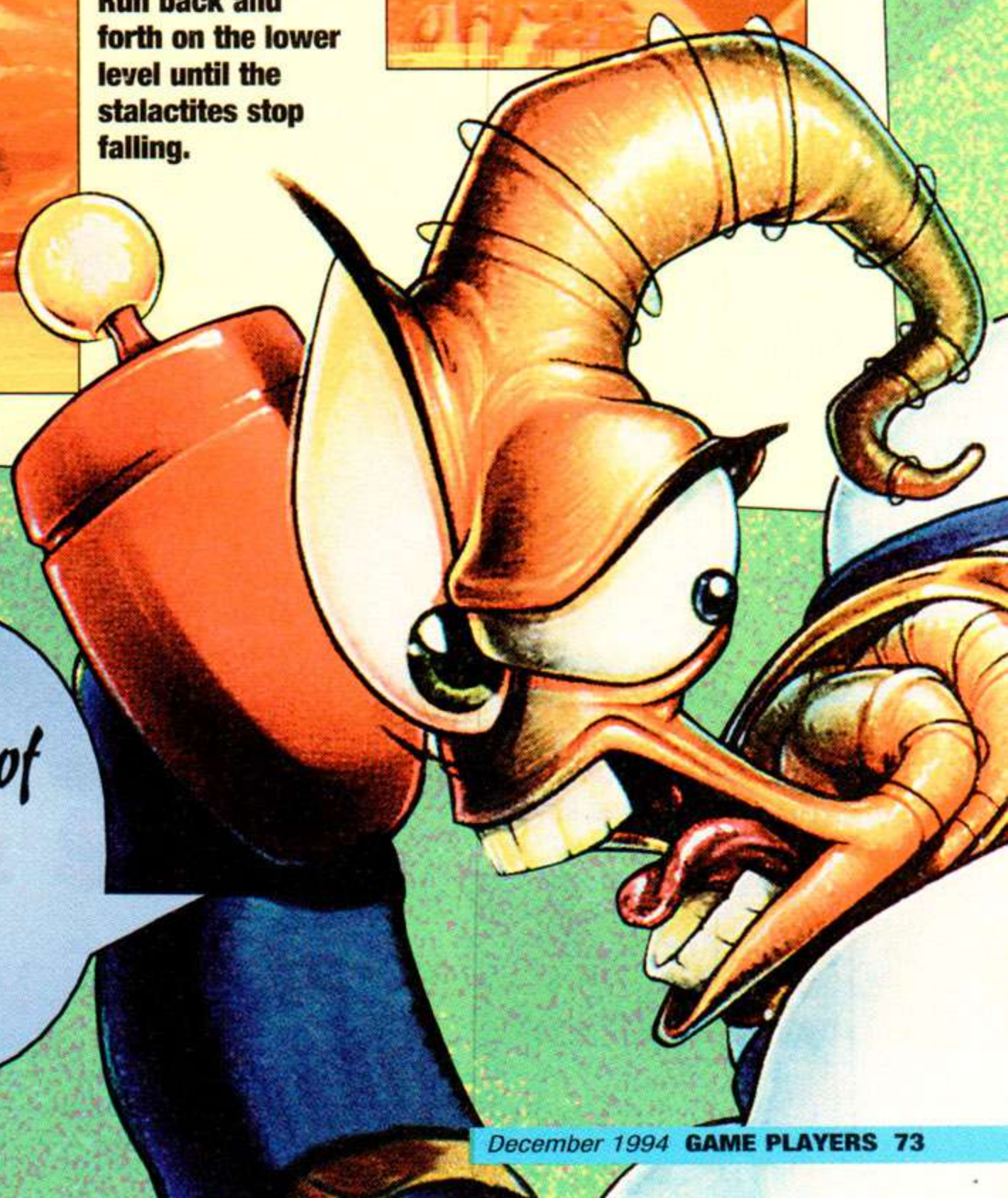
Evil the Cat's bomb brings a shower of spikes. Run back and forth on the lower level until the stalactites stop falling.



After you defeat the snowman and warp, stand on the first bump in the terrain and catch the hook to the upper right. It swings you to a collection of power-up weapons and an extra worm.



That should keep you from squirming'. Keep your ear to the ground for Part Two of **Earthworm Jim's** strategy next month! Until then, **eat dirt!!!**







3 times more moves than flat 2-D fighting games...like groveling, humiliation, spanking, decapitation, nut bustin', flying spit, and all the other stuff that makes life worth living.

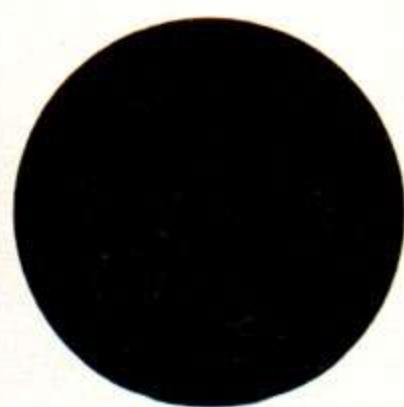
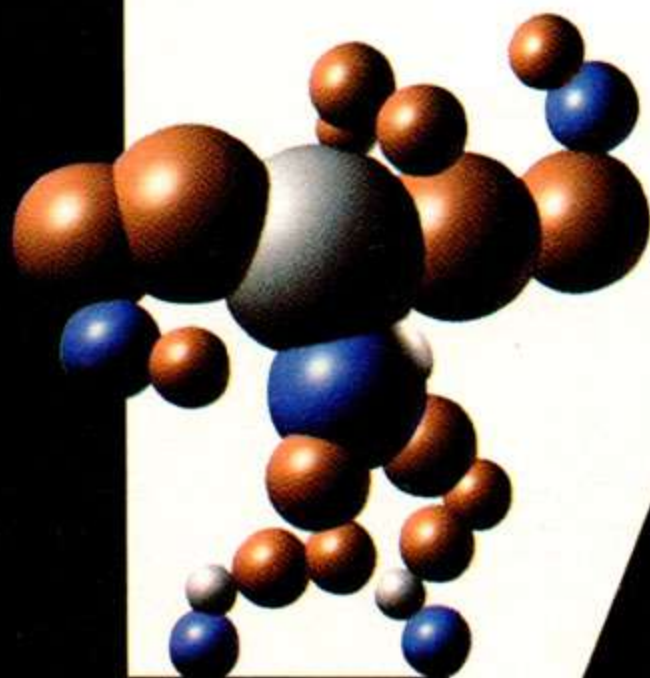
# BALLZ

The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.





# Ballz



Better knock this guy stupid before he sucks your head up with that big ol' rhino butt of his. After that, you'll have to fight 16 brawlers of the rudest kind. You know, the sort that likes to pick its nose 'til it bleeds.



3-D fighting at its ballziest. Now out on Sega™ Genesis™ and coming November on Super Nintendo®.





**Who needs Rambo? We can send Jeff Lundrigan into enemy territory to search for Elvis and blow stuff up good!**

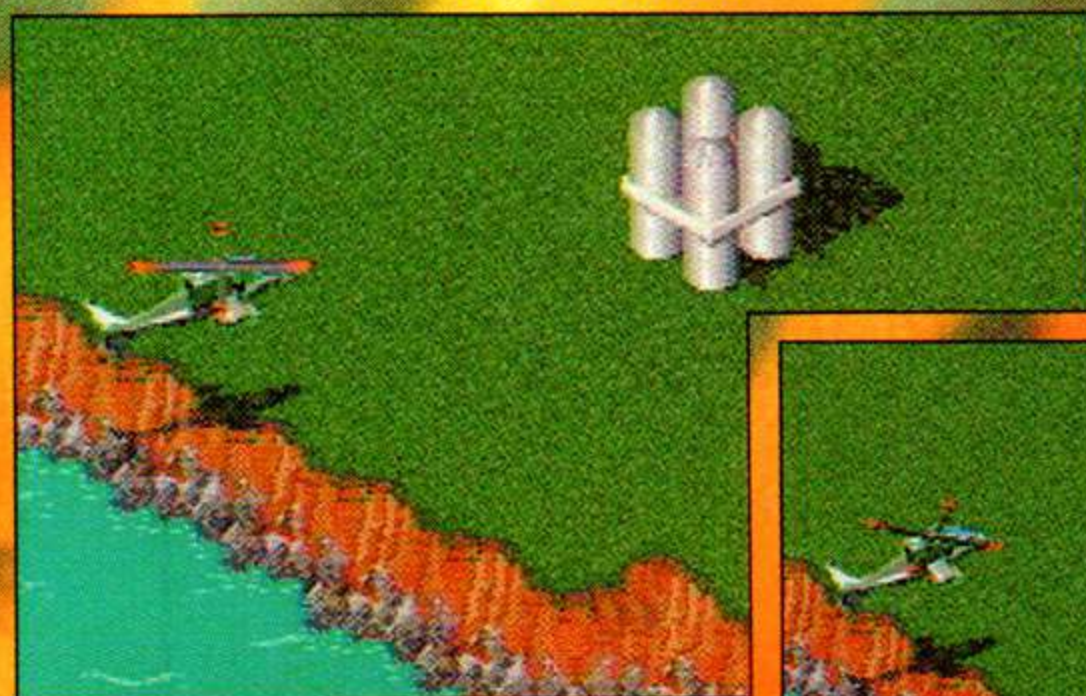
**H**ey boyee! Break out the Hellfire missiles and oil up that ol' chain gun. There's another madman loose, doin' that 'take over the world' thing, and you know what *that* means — *we get to blow up everything that moves!* Woo-hoo!

We're gonna skip exactly two missions here: the first and the last. Why? Well, you oughta be able to at least get past the first one before you need help, and the last one 'cuz certain things oughta stay a mystery.

So grease up your rotors, blast some terrorist scum, and hey — is that the King? **GP**

# KILL FOR ELVIS! URBAN STRIKE IS A BLAST!!!

Reviewed 7#10; Score: 83%



## BAJA OIL

Ah, oil — the only black sludge on the planet worth killing for.



First off, blast open the miscellaneous structure at the north edge of the beach before you take out the pump station — inside is the Super Winch!

## THE RIGS

No, I don't mean Diana!

There's two small rigs you've got to take out. The main obstacle here is the pair of mini-guns at the corners of each rig. They take five missiles to destroy, and can cause an uncomfortable amount of damage — hit 'em hard and hit 'em fast!



## TWO SHIPS! THREE SHIPS!

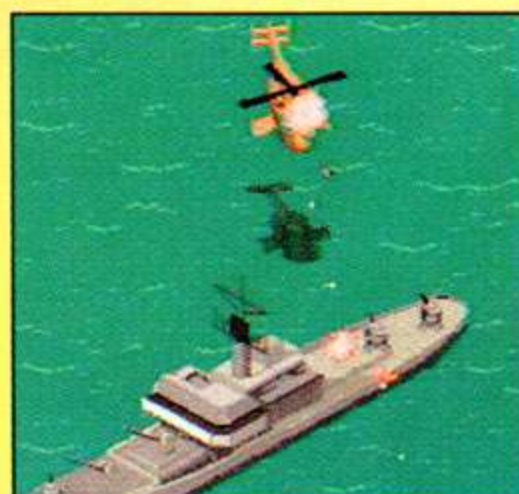
Keeping the seas safe for all!

You get a break picking up the cruise ship passengers: the ship doesn't stick up far enough to bump into! The Blackhawk can hold every single little guy you've got to rescue.

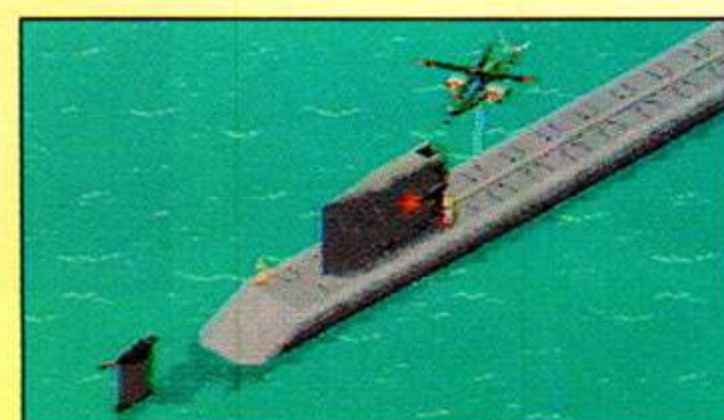
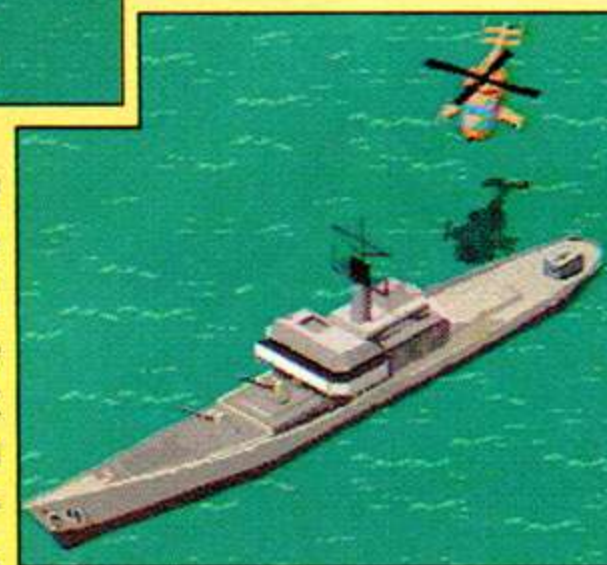


Once the second rig is conquered, switch to the larger Blackhawk chopper.

After the rescue, you can stick to the Blackhawk for the assault on the Cruiser, dropping off passengers if your armor gets low.



The gun on the back of the ship hides an armor repair, so be careful back there! Destroy the guns, then switch back to the Mohican, return for the armor, and finish off the cruiser.



Saving the Russian sub is pretty straight up. Pick up the sailors and drop off one crate.

## THE BIG RIG

The ol' rigamarole!



The Big Rig has three rocket batteries — oh, and watch out for one jet that's going to take off the second you arrive. Approach from the south and you should catch it just fine.

Hey, the King! After completing all the missions, but before you enter the rig, fly southeast. The King appears, somewhere, in every mission after you've completed all your tasks. Watch for him.



## INTO THE BOWELS OF THE RIG

Congrats, you've now earned the right to fight on foot.

The mission itself is blessedly simple: shoot everything, keep moving. You have to watch for barrels since they explode when shot, but they leave behind ammo and armor!



I'M SURE GLAD YOU SHOWED UP!  
SET THE A-BUTTON ON THE AIRSTRIKE BEACON AND THEN GET OUT!  
DON'T WORRY ABOUT ME. I KNOW MY WAY OUT.

When you find the captured copilot, pay attention to what he says — sticking in the wrong code is not real healthy!





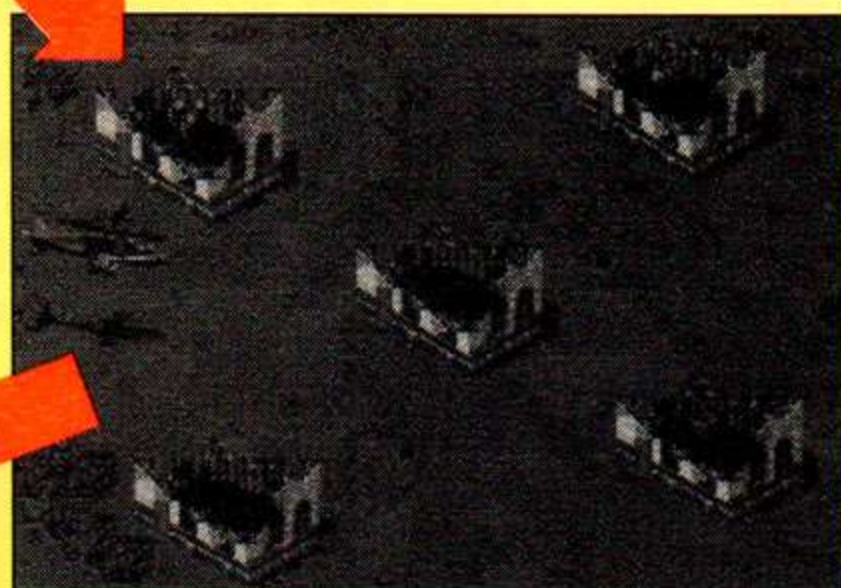
## MEXICO CITY

Better make a run for the border!

From the home pad, head north along the west edge of the map. Hey, two helpless friendlies and a couple of enemies to blow away!



Next, position yourself just south of the houses and fly due east. You find a small house standing all alone you can blast open for a 1-up.



Blast open the houses for extra stuff, including the Super Winch!

## PESKY SOLDIERS

Take this with a pinch assault!



Rescuing the contractors from an airborne assault is relatively easy though. See how many you can kill before they hit the ground!



You assault a lot of ground troops in Mexico City. Watch out when you're destroying the base — big AA guns are hiding in some of the buildings.



When you switch into the heavily armored Ground Assault Vehicle and attack the other GAVs, make sure you always attack from behind — they have a bad habit of 'waking up' and turning on you!

Lastly, when you go and pick up the Super Bomb, there's a GAV waiting for you back at the factory. Drop the bomb and get out of there!



## SAN FRANCISCO

Ah, what a great town.



Head north to the Bay Bridge and clear it out first, then keep going north until you reach the edge of the fog and follow the docks northwest.



Hey, careful when you destroy the hover plane at the south dock! There's a 1-up underneath you don't want to destroy!



There's a few houses you can blow up and find items inside, but you're penalized for civilian damage — unlike the homes in Mexico City, which were owned by peasants who couldn't complain.



The base is not an easy assault, but there's a 1-up under the HQ building, and you can use the Super Bombs on the APC depot at the west end of the base.

## ARMY TRAINING, SIR!

Drop and give me 20!



The lab site is actually a tough nut to crack. The heavily armored APC's there are a real pain, but once you've taken care of them, the lasers are easy to destroy.



## THE ROCK

Watch the Birdman!



Alcatraz is big and has a rotten rep, but it's an easier target than it looks. Hang back and knock out the towers, then cautiously move inland.



While following your rescued comrade back outside, keep in mind he's invincible, but you're not — when you hit a Danger Zone, keep running and don't stop!

Inside Alcatraz, note that destroyed gun cases have guns inside you can pick up for extra ammo.



## GENESIS

INFO

### PUBLISHER

Electronic Arts

### DEVELOPER

The Edge

### SUGG. RETAIL

\$60.00

### GENRE

action



# ONE HELLOVA TOWN

New York, the Big Apple. Lets blow some stuff up here too, huh?



Fly east along the south edge of the map. Hey, what's this? The Super Winch? Well shucks, let's pick this up!



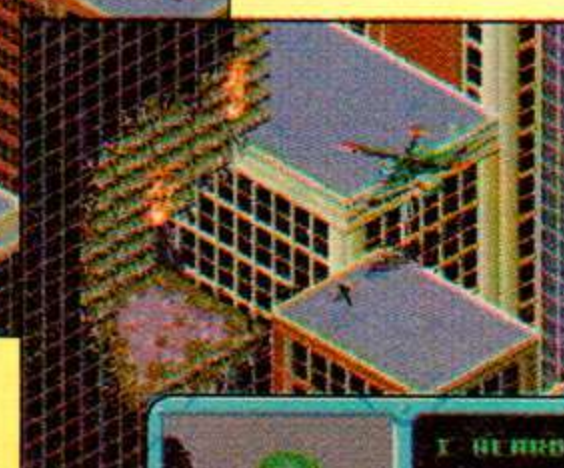
If you head to the east edge of the map and fly north, there's a water tank on one of the roofs that hides a 1-up. Even though most of the buildings aren't targets, anything on a rooftop — vents, AC units, pools, plants, etc — is fair game and should be checked.



Most of the New York mission is pretty uncomplicated: rescue folks and blow up stuff.



The only snag is the building that hides the radar that protects the World Trade Center. Looking at the map, you could almost think it was hidden in the Chrysler Building — leave the Chrysler building alone! Art Deco lives! Blow up the one just behind it.

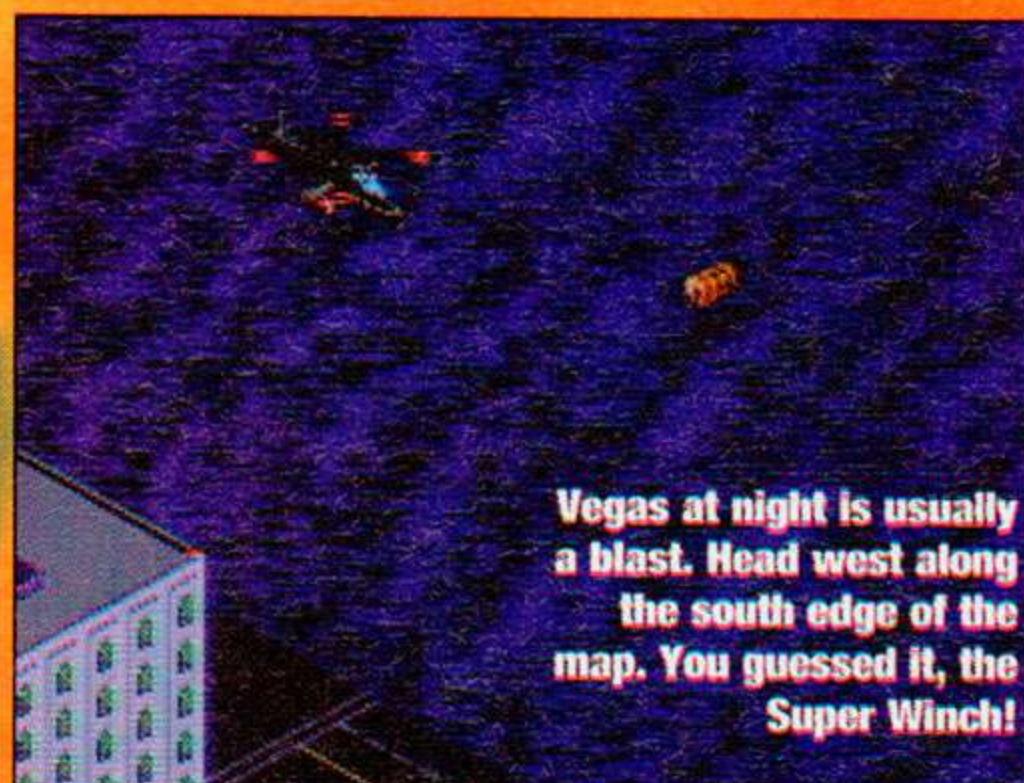


While rescuing the NAFTA conference members you get one hint about which wire not to cut on the bomb inside. The right one on my version was the blue one, cut with the **A** button. Yours might be different. Good luck.



# HIGH ROLLER HEAVEN

Vegas, the greatest town on Earth. Protect it! Protect it!



Vegas at night is usually a blast. Head west along the south edge of the map. You guessed it, the Super Winch!



Two things to watch for: gas stations and Quickie Marts. The gas stations yield, uh, gas, and the Quickies house ammo and armor repairs — a common item in convenience stores all over the great city of Las Vegas.



# INTO THE CASINO

All bets are off!



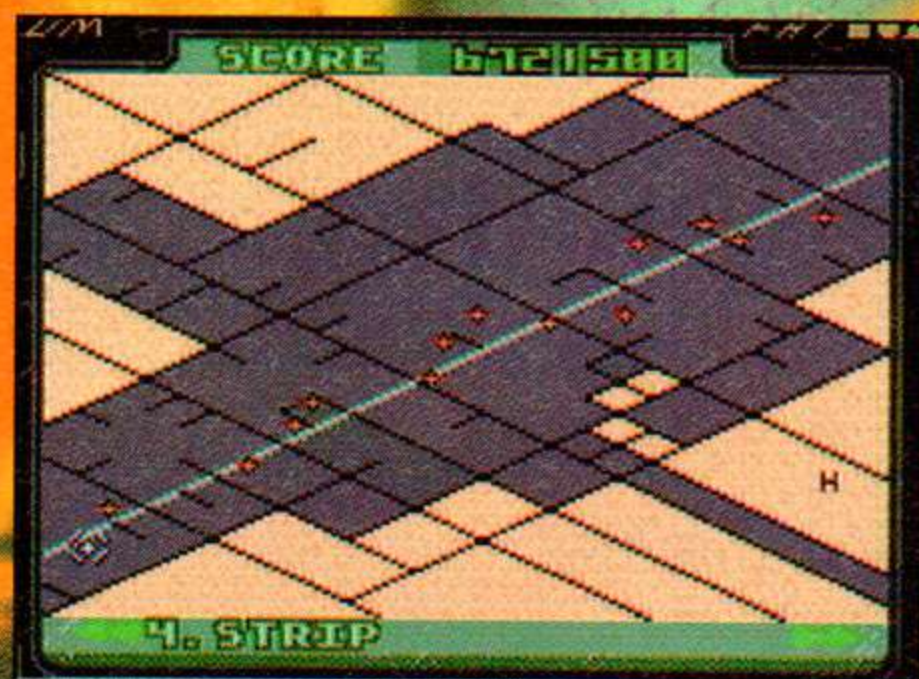
More important though: head northeast from the entrance and don't stop for anything until you hit this column and stand-up slot. Blast the slot to reveal — the King himself!



As you fly around town knocking out the radars, just fly right through Danger Zones and don't tangle with anything. It's not worth it until the radars are down.



In the casino, you can destroy just about every item in the place. The rows of slot machines give you money for bonus points, and these stand-up slots yield armor.



The toughest part of the Vegas mission is clearing the Strip of enemies. Take your time and watch for armor repairs under destroyed enemies. Oh, and for some reason it seems easier if you start at the south and work north. Go figure.



The King leaves armor repairs for you after you complete each section of the mission. Heal me, Elvis, heal me!



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and **rockin'** you good but NOT as good as the **pumpin'**  
**music** that's burstin' your eardrums and LOUD-MOUTH

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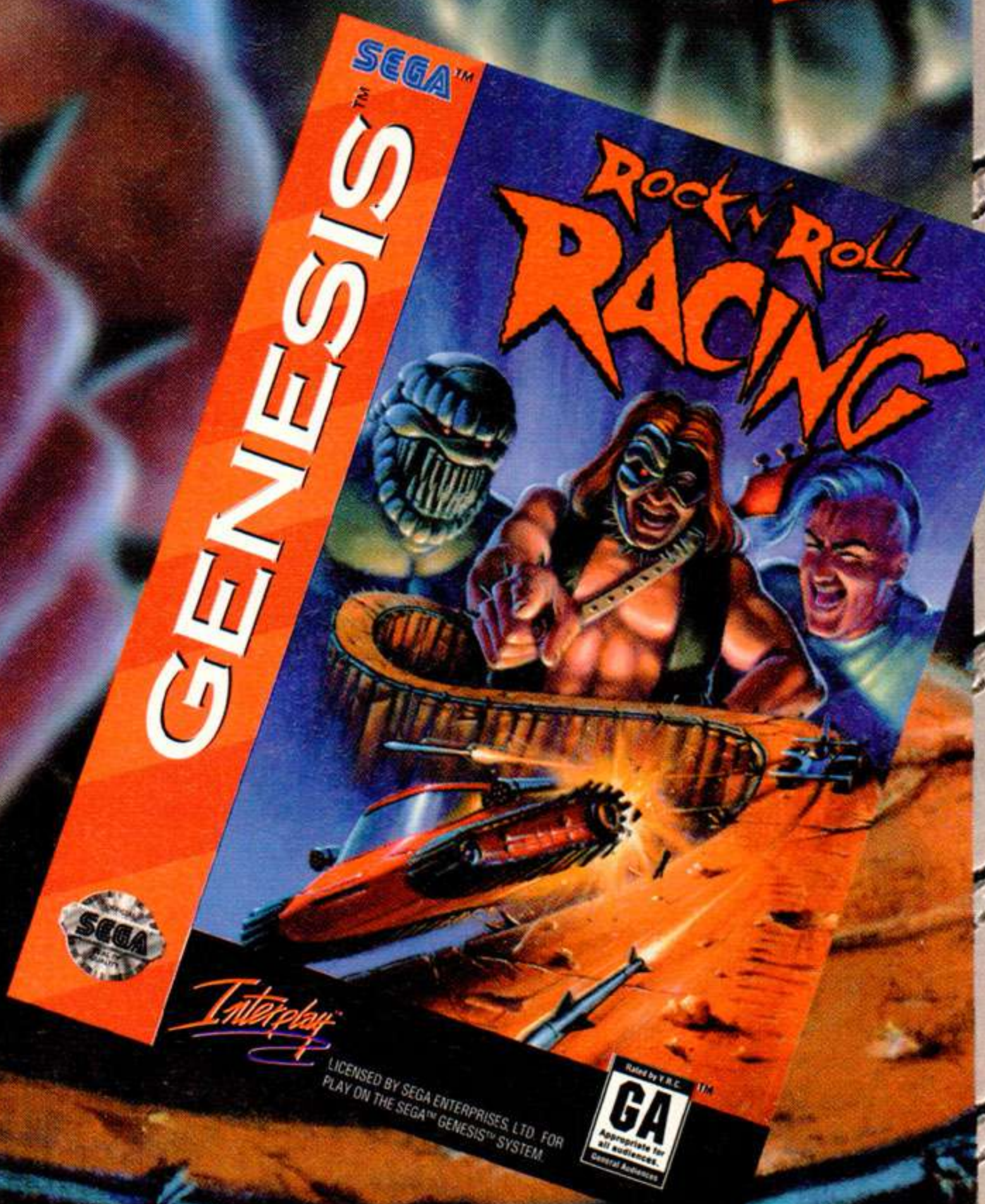
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*His blue spines are coming in just fine — they're hell on the office furniture, but no sacrifice is too great for Jeff*

*Lundrigan. Listen to his sage advice on Sonic's latest outing.*

**S**onic's latest is full of odd twists and even stranger dead ends. Don't let those evil mutant flying batteries get you down, though. Lucky's here, and I'm gonna do my darndest to see that nothing comes between you and a good time.

In the following pages you're gonna find a nigh-complete guide to beating the bosses and sub-bosses with Sonic, as well as maps to the bonus levels (an extra special thanks goes out to Clint Dyer at Sega for providing these, and for all his other help — everyone send him many waves of good vibes) plus a few odds and ends I decided to throw in.

Alright now, everyone hunker down and spin! **GP**



## Mushroom Hill Zone

He's certainly not a 'fun-guy!'



To kill the sub-boss, wait for the logs to fly by, then, when he's down low enough, jump over the log and land on him. If you're good, you can keep bouncing on him and make him die in one go!



The only trick to beating Robotnik this first time is not trying to do too much at once. Hit him once, then pay attention to dodging the next obstacle. Look, this is as easy as it gets.



## Flying Battery Zone

Where's that darn drum-beating bunny now that we need him?



One note: watch for the 1-up over from these propellers. Just point the control pad and hit the button to choose which direction to go.



You can get the sub-boss to do all the work: just wait on top, then spin dash away from the arm that's about to smash you. He just conks himself that way, tee-hee...



The Boss is another matter. First, get by this beam-thing. It's easy, just spin dash in place, then release when the beamer turns purple.

Next, stay out from between the claws (there's a little flame jet there to remind you) until he starts to swivel around, then get in there and hit the



pod. If you can hit him exactly on the top, you might bounce on him two or three times before he drops below the platform again.

At one point, you hit what looks like a dead end. Just keep dodging bombs — after two salvos, they blow open a hole you can drop through. Cool huh?



## Sandopolis

He's a son of a beach!



The going is a lot easier if you take advantage of these rocks. Push 'em over the edge, then keep holding the control pad to drop down.

The sub-boss is big, invulnerable, and stupid. Wait on the edge of the sand pit, then hop in and hop back out under him when he jumps in after you. Rock guys are so stupid...



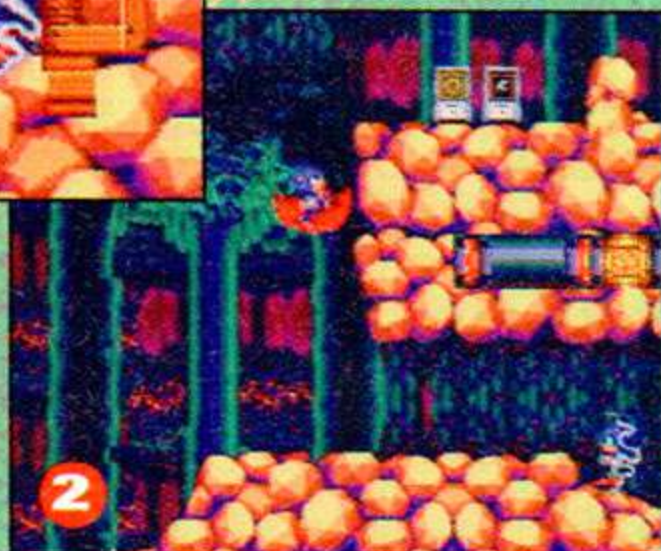


# Lava Reef Zone

We're not talkin' hand soap here!



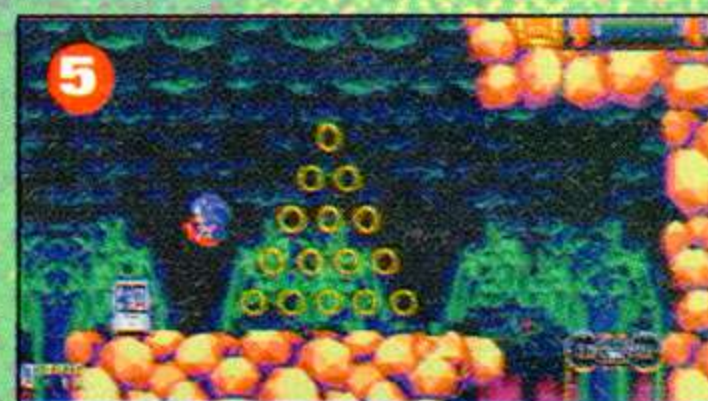
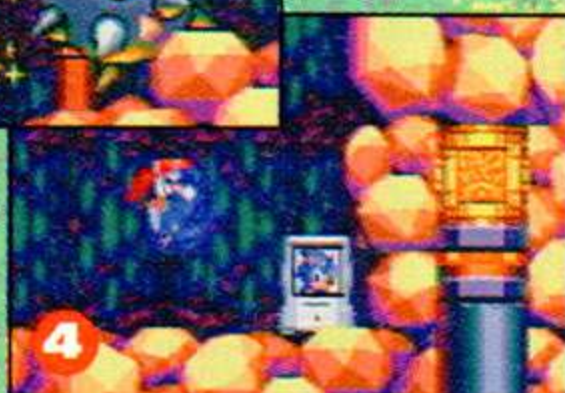
You come to a branch. Take the lower path first, OK?



An important pro-tip — pay attention: From this signpost, head down and to the left.



You come to a large spiky ball which chases you, but you should be able to grab the 1-up at the bottom. This path eventually leads you back where you started. Take the high road next time.



Hey! What's this? Another 1-up? Joy! After grabbing the two 1-ups (you can even get a third, if you can find enough rings — and there are enough rings) just die and start over again from the signpost. Repeat until bored, but now with many extra lives!

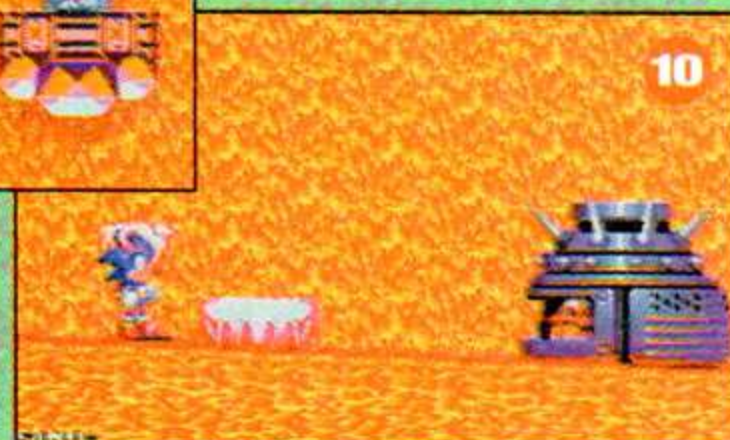


Watch out for the sub-boss. His antennae shoot, and the shots aren't easy to see against the moving background. Hit one as they rise, dodge the shots, and wait for them to sink. The hand comes up next. Spin back and forth, then jump on the center knuckle.

As you move deeper into the mountain, you come out under the engines of the Death Egg. Hold left when the engines kick in — the ground crumbles beneath you!



Also, as you work your way down the platforms in the lava fall, watch for the Fire Shield — you need it to stand on the lava at the bottom!



# Sonic & Knuckles Kick Robot Butt!!!



Robotnik can't be attacked directly. Jump from platform to platform, and always leap at the last second — his own bombs destroy him. With a Fire Shield, you don't have to jump so accurately, just don't hit the bombs!



At last! The battle between Sonic and Knuckles is at hand! Attack him the way you would anyone else: jump on him.



Betrayed, the two spinning warriors join forces. Woo-hoo!



Keep turning on the lights to scare away the ghosts. Shoo, bad ghosts, shoo!



Robotnik's next gadget is one of the tougher opponents. You've got to jump to the outstretched hand, hit the front of its head to knock the outer shell off, then hit Robotnik's pod inside before the shell flies back. Jump away, and get ready to do it again. Easy, right?



# The Hidden Palace Zone

What you can't see can hurt you!



The Hidden Palace is dotted with these Robot gunmen. They're easy to kill, but if you leave one behind, they have a way of coming back to haunt you.



When you spot a fluffy white cloud, you can bounce on 'em.



The boss of the zone is — you guessed it, Metal Sonic! He's actually pretty easy to beat this time around, just don't hit him from behind!

The sub-boss of the Zone is Metal Sonic! He comes at you a few times, in different machines. You might time it right and hit the pod, but usually you're going to jump in, hit him and get hit, then grab a ring or two and try again until he's dead.



## GENESIS

INFO

**PUBLISHER**  
Sega of America  
**DEVELOPER**  
Sega of Japan  
**SUGG. RETAIL**  
\$69.00  
**GENRE**  
action



# Death Egg Zone

Twice a week is twice too much!

Watch for sudden shifts in gravity. If you find yourself running on the ceiling, don't panic. Of course if it bugs you, you could always turn your TV upside down...



Watch for these, uh, platform things. You can make them swivel by standing on them, but they sink out from under you when you do — get to where you're going and get off!

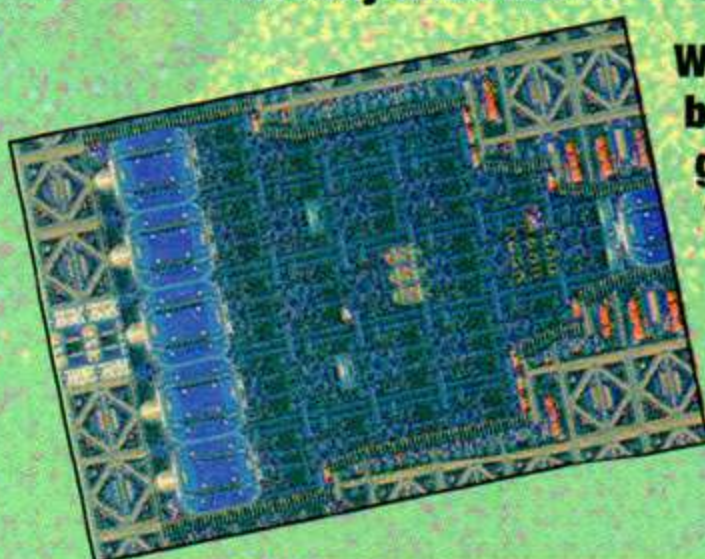
The sub-boss is tough, but beatable. Wait until the circling eggs are on the ground, then jump to attack the central eye. Hold up and away while bouncing off to avoid the eggs.



When you beat the outer shell, the inner core is actually fairly easy. Jump to one of the rotating platforms and jump into the eye when you're directly underneath.



Whoa Nellie! This bizarre pinball game has sideways gravity! To exit, hit the central bumper and turn all the lights to red.



The Boss of the Death Egg is actually simple to get by. Just keep getting into the teleporter and reversing gravity — the little spiky things it throws drop and hit the pod.

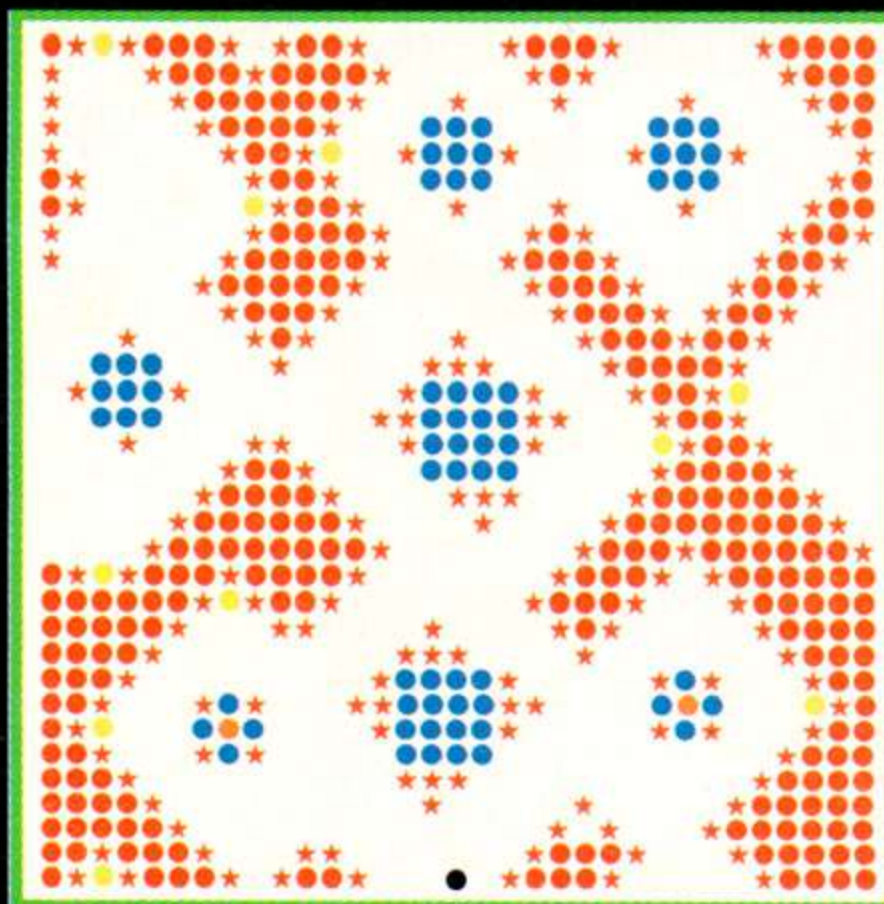
I'm coming to get you Robotnik! You're all out of bad machines!



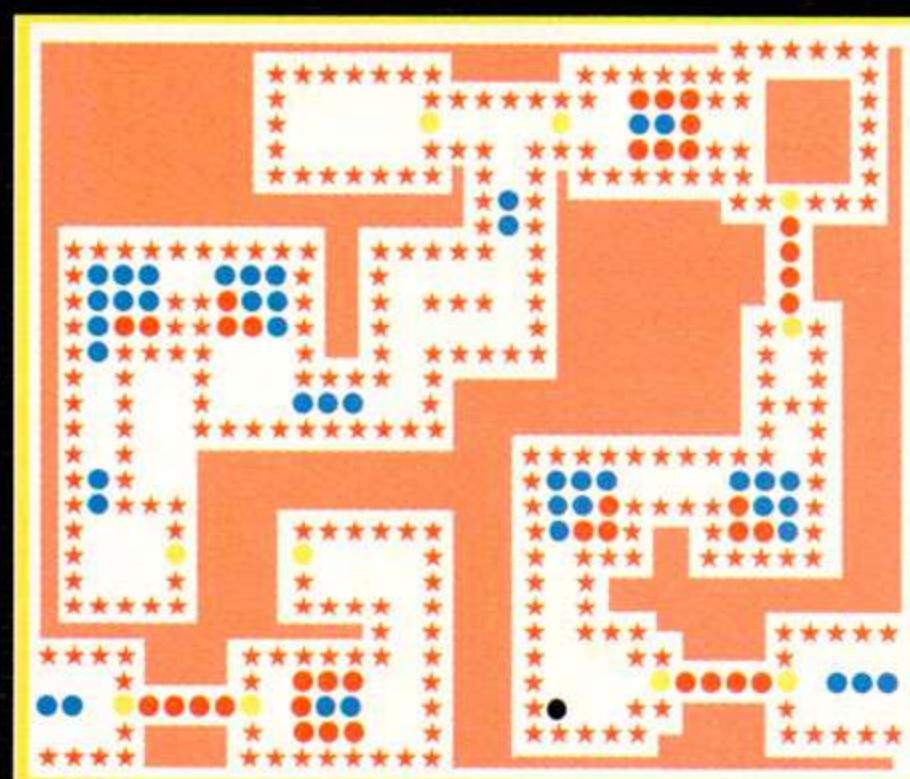
Ooops! Spoke too soon. You know, if he's got an ultimate weapon sitting around, why doesn't he use it first and get things over with? It's big, but it's actually easier to beat than it looks.

# The Bonus Levels

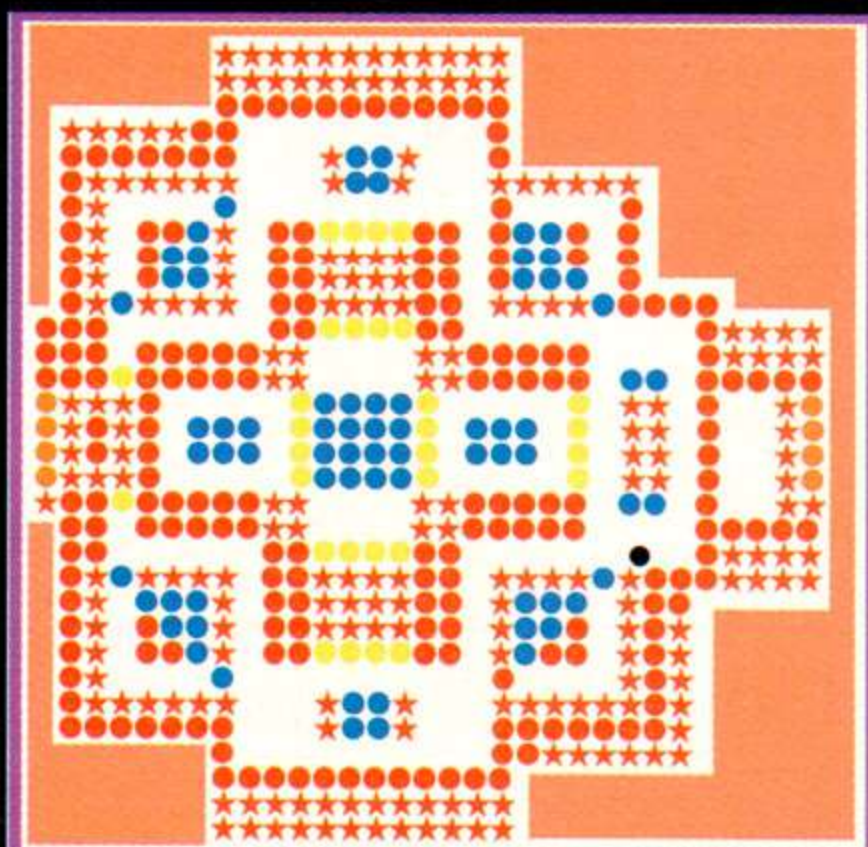
You remember these from *Sonic 3*? Well, the ones in *Sonic and Knuckles* are even trickier!



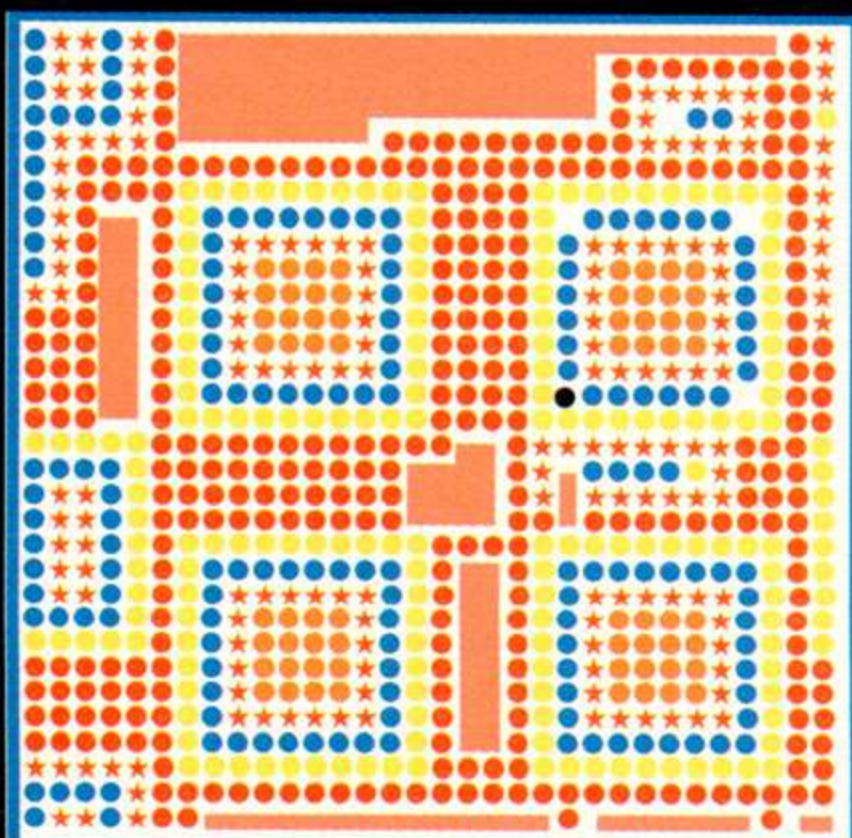
ZONE 1: 67 Blue Spheres. Green gem.



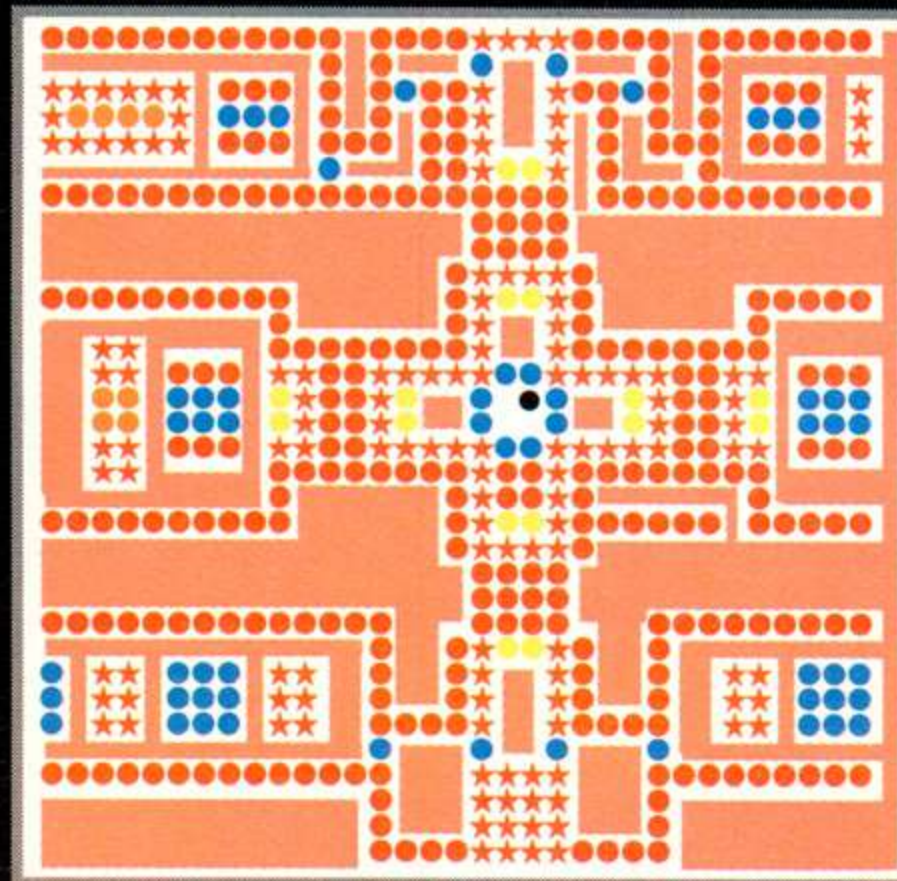
ZONE 2: 37 Blue Spheres. Yellow gem



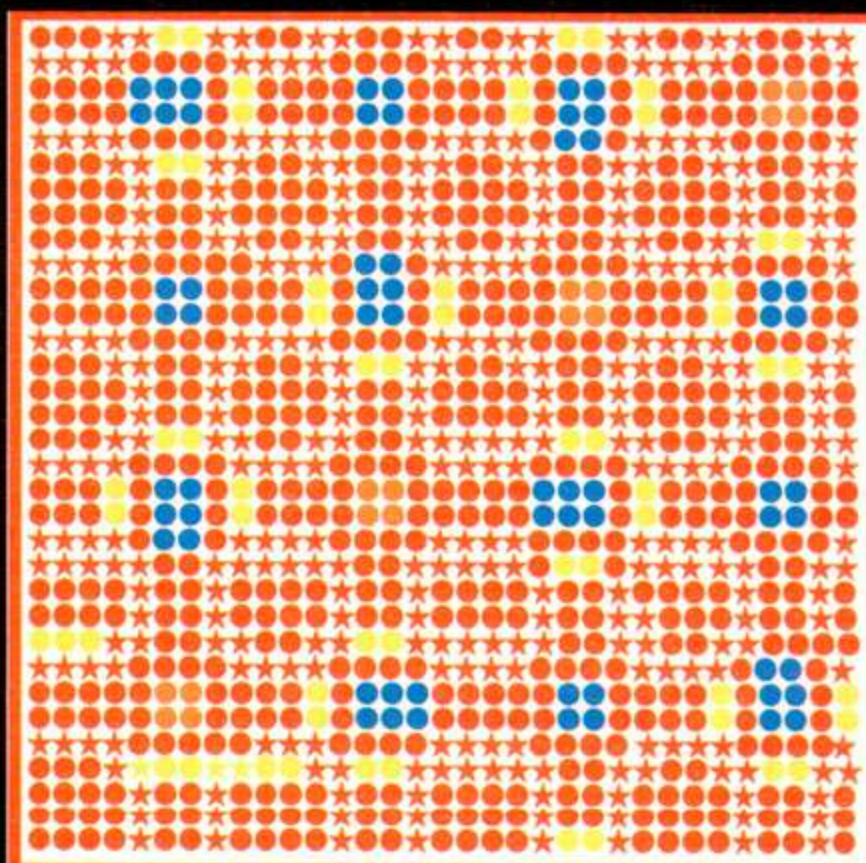
ZONE 3: 72 Blue Spheres. Purple gem.



ZONE 4: 155 Blue Spheres. Blue gem.



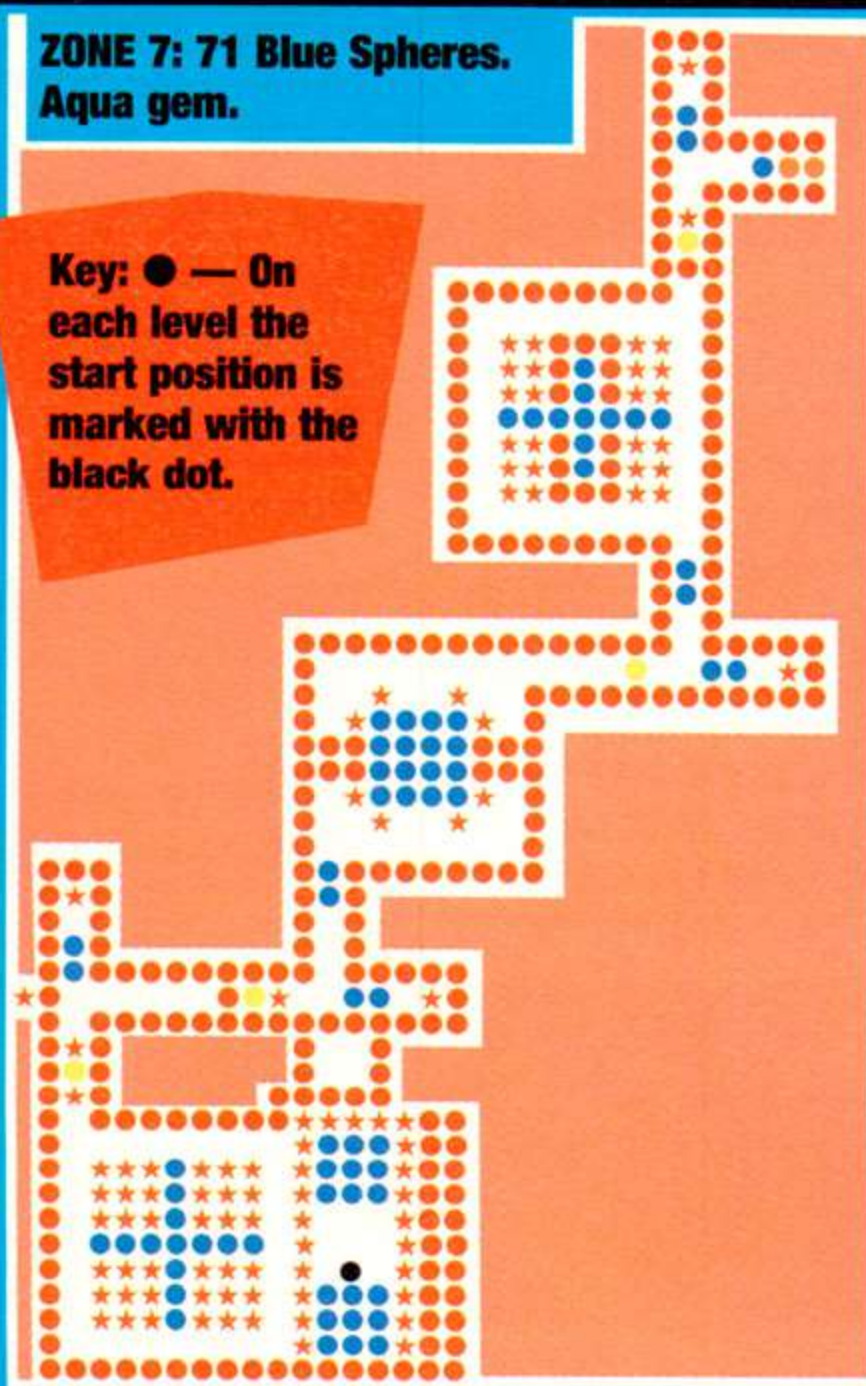
ZONE 5: 54 Blue Spheres. Silver gem.



ZONE 6: 64 Blue Spheres. Red gem.

ZONE 7: 71 Blue Spheres. Aqua gem.

Key: ● — On each level the start position is marked with the black dot.





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Arcade Game!

Large Characters give "The Tick" real  
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Jump, leap, turn a pirouette

Back to Back fighting lets players  
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- 44 levels of action!
- From the underground comic classic by Ben Edlund
- Available on SNES, Sega Genesis



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The  
most  
important  
thing  
has  
been  
for a  
long  
time

It was way back there. Behind the missiles, the fighter  
jets and all the other top-secret projects that  
have sucked on our brains for years.

But we dug it out. And now

you and your video

games are gonna

get it right in

the gut.



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Interactor.

The interactive game  
vest that makes even the  
crappiest games cool. Strap it on.  
Crank it up. Because playing without it is  
just a stupid idea.

AURA<sup>TM</sup>  
**INTERACTOR**<sup>TM</sup>



# KILL 'EM ALL!!! WE FINISH OFF MKII IN PART TWO OF OUR STRATEGY!



*Since she was only up to her knees in guts and gore, Karie Ward decided to finish off all of the MKII characters this time!*

**M**ore blood, more guts, and more gore... just when your parents thought Nintendo really was dedicated to providing good, clean, fun for the whole family. Oh, well! If you caught the last issue, you've had a whole month to practice those butt-kicking combinations. Were they

great, or what? In case you missed it, last time we covered strategies and battle plans for Kitana, Liu Kang, Reptile, Kung Lao, Baraka, and Jax. And you're already asking for more?! We knew you would be, so as promised, we're back with the rest. This month, we've got individual combos for the remaining characters as well as some tactics for fighting the big guy himself. And since we value your readership so much, we've decided to let you in on our best tips and cheats for Kintaro and the hidden characters, too. Specific keying sequences are not included here, so if you don't have a complete listing of moves and fatalities, or if you missed part one of this guide, check out our most recent back issues. And stay with us; there's always more combat to come. **GP**

**Reviewed: 7#9, Score: SNES 95%, Genesis 92%**

## SNES/GEN

INFO

### PUBLISHER

Acclaim

### DEVELOPER

SNES Sculptured Sw, Genesis Probe

### SUGG. RETAIL

SNES \$74.95, Genesis \$64.95

### GENRE

fighting



**RAY DEN**

I guess it should take a while to charge up all those amps, but it shouldn't take so darn much concentration! The thunder god is about as slow as Mileena is

fast, but if you've got the patience for it, Rayden's your man. Look at it this way — the harder the move, the more damage it does.



**1** The first move of this combo is the teleport, but before you do it, you need to have the electric grab fully charged.

If it's done properly, you automatically grab and fry the victim on teleport.



**2**



**3**

After you drop him, throw two low punches. They must be low so he pops up in front of you instead of down.



**4**

End with the body launch. Start the two back motion as you're throwing the punches so you're sure to catch him in mid-air.

The ever-popular blue ninja is at it again, this time with a new twist. Try his old moves paired with the ground freeze in this new combo and watch that health bar drop! And you thought the ice bolt was enough by itself....



**1**

Low kicks or throws make great setups for multi-hit moves. This time, start with a sweep.

Immediately freeze the ground below your opponent. When he stands up, he starts to slip.

**2**



**3**

Since the enemy falls backward out of punch range, jump in tight with a high kick.

As soon as you land the kick, slide in and trip high once again.



**4**



**5**

If he's still dazed, you can usually pull off one last jab or uppercut to finish it up.

**SUB ZERO**







**1** Start with a teleport punch, but launch it from mid-screen. Hanging back at the screen edge is way too obvious.

As soon as he drops, lean in hard and throw him.



**2** Next, introduce him to the ground with the leg grab.

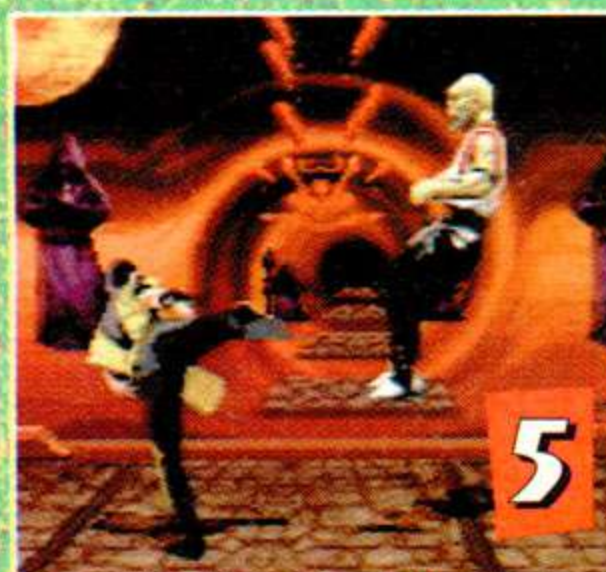


**4** Start the spear throw while he's still on the ground and it almost always connects.

With all those shiny new characters around, poor Scorpion kinda got left behind. His new moves may not be as flashy as everyone else's, but they get the job done! This one's a little more advanced, but it does a lot more damage:



**SCORPION**



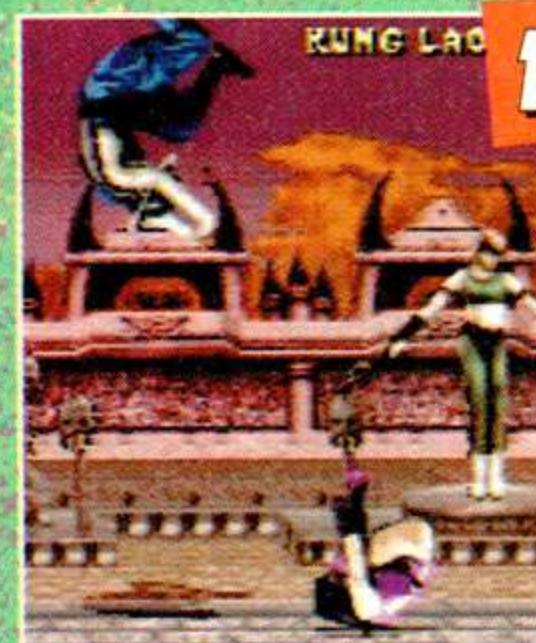
**5** Finish with the punch of your choice — the uppercut or roundhouse does the most damage.



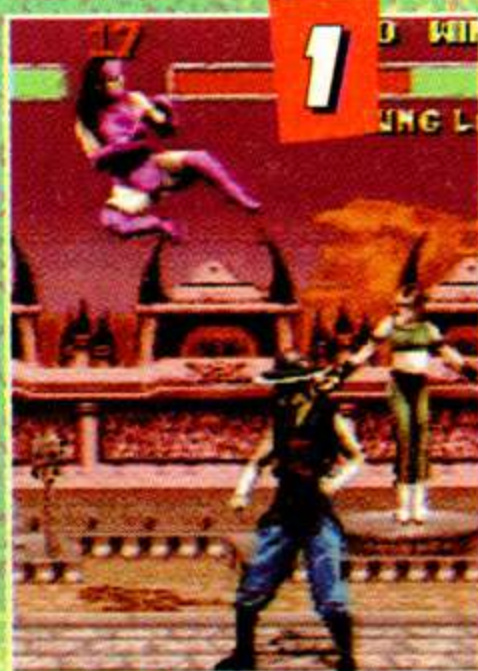
**MILEENA**

Yep, that's her — the big purple flash that bolts across the screen and kicks your tail before you even knew the round started. In case you hadn't noticed, Mileena is the fastest character in the game. If her sheer speed isn't enough for you, try these:

Mileena is so fast, any combination of special moves works great. Try the roll kick...



**1** Followed quickly by the sai throw, a high jump kick, or even a second roll kick.



**1** Or use a teleport kick to get in close...



**2** Then throw! None can escape that lightning speed!

Remember: You can charge the sais at any time, while doing anything else. Keep it ready to go as much as possible.



We're pleased to report that the big joke of original *MK* fame actually makes a stronger showing this time. Cage has more moves than any other fighter, but they're not too strong, so change moves frequently and bombard your opponents with combos like this!



**JOHNNY CAGE**



**1** Start with any setup move that causes an upset, but keeps you in close. (We chose a low ground kick.)

Now you're in close enough for the ball breaker — if you're fighting one of the girls, just leave this step out.



**3** Now you're in position to connect with the shadow kick — just be sure you're not too far away. And do it fast!

It's easy to follow with an uppercut, but try the roundhouse this time — it does the same damage but knocks the enemy away from you.







## SHANG TSUNG

The big advantage here is that you can change fighters and styles totally at any time! Morphing into your enemy's character is particularly disturbing to a human opponent.

If you can keep all those codes and morphs straight in your head, Shang Tsung is the ultimate fighter. Aside from the skulls, he has no special moves and no outstanding combos of his own. But here are a few guidelines anyway.



Don't bother playing with Shang Tsung if you don't know the moves. Try using the random select option (hold Up and press Start when the character screen comes up) until you're comfortable with all the combatants.



Tsung in his own form is shorter, slower and weaker than the other characters but he can pull off a throw pretty quickly.



The best way to connect with multiple flaming skulls is to wait until the other player jumps toward you. If one hits, chances are they all hit.



Tsung's other great feature is his Kintaro morph/fatality. Hold down low punch from the very beginning of your winning

round, then release at the 'finish him' prompt. What a rush, huh?

## SNEAKS, PEAKS, & CHEATS!



Your best bet fighting Kintaro is to keep moving and watch him very carefully. Don't try to hit him when he's coming at you — just avoid him. You're better off to wait for openings, like when he rears back, or just after he shoots a fireball. Take this opportunity to unleash your strongest move or missile.



Smoke's Scorpion-like powers, paired with lightning speed and a built-in cloaking device make him perhaps, the hardest character to beat. Fortunately, there's a cheat. Get a full screen away from him and launch a projectile. Most bolts throw the victim spinning into the air. If you fall into pattern with it fast enough, Smoke is



trapped in it and, slowly but surely, you overcome him. This doesn't work if you're using Kitana and her fan throw, but it does work against Kintaro and Noob.

There are two bosses you eventually have to face — Goro's nasty successor, Kintaro, and the big guy himself, Shao Kahn. There are also three hidden characters — Jade, Smoke, and Noob Saibot — who only the most worthy players are allowed to confront. While strategies against these fighters vary for each character, we do have a few general tips from the pros.



The evasive ninja Jade is as hard to fight as

Mileena and Kitana combined... because she is Mileena and Kitana combined, only ten times faster! You have to rely on skill this time, so forget the weapons and special moves — they take too long and most don't even phase her anyway. Concentrate on hand-to-hand combat, keep moving, and change up a lot.

Certain death? Probably, but keep trying. Shao Kahn is intimidating, but not invincible.

While he's busy taunting you, he leaves himself wide open to attack. Play him like you did Kintaro: keep away and hold out for an opening. His enormous size may concern you at first, but it actually works against him. Try missile weapons while in the air, like Kitana's fans, Rayden's body launch, or Mileena's sais. He can't seem



to block from those odd angles and you remain safely out of reach at the same time.







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**JUST A REMINDER:  
NOT EVERYONE WINS.**



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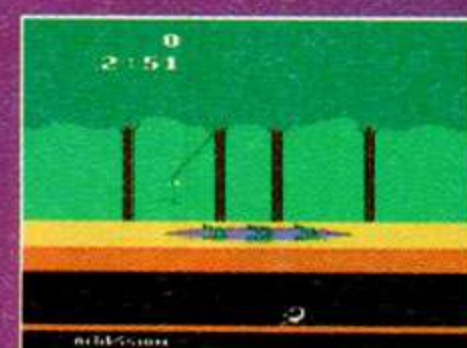
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ping graphics and a pulse-pounding, jungle soundtrack. Run, swing, skate and bungee through incredible, nerve-wracking worlds in

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It wouldn't be Indy without Mode 7 graphics... Whoa, Dr. Jones, look out for those Messerschmitts!!!



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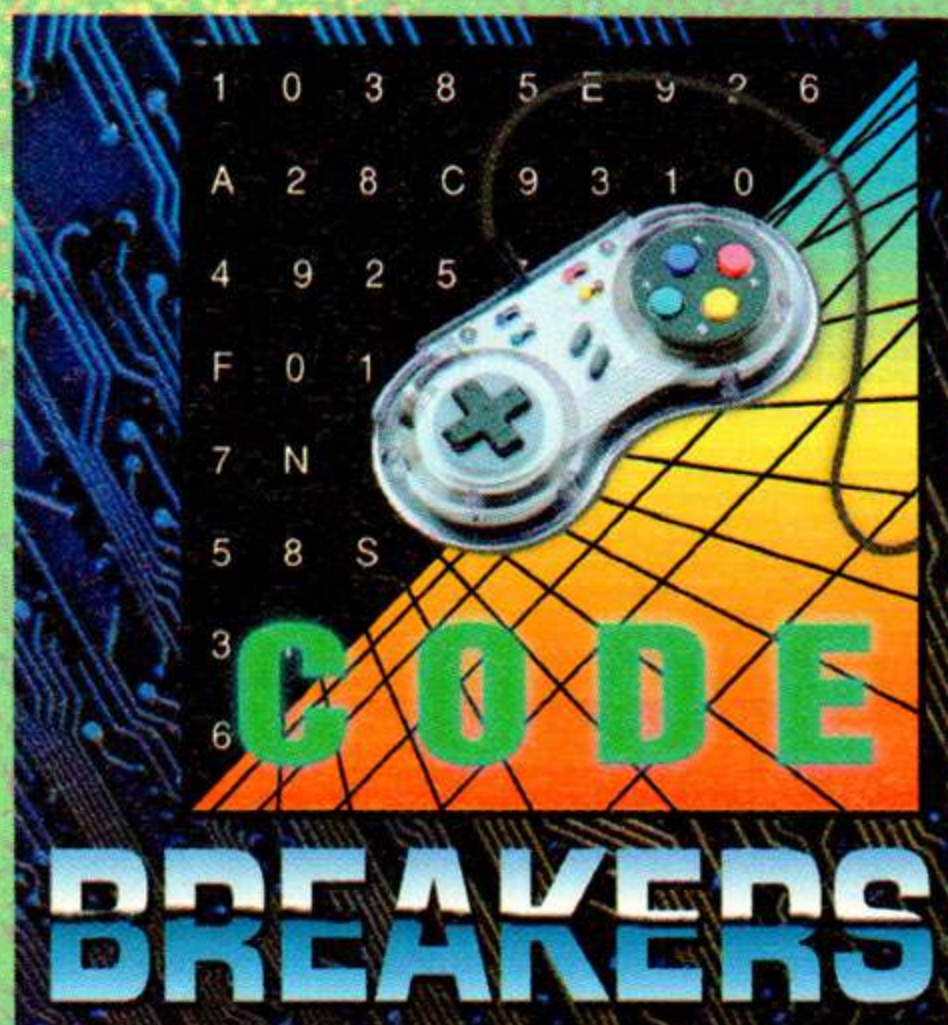


**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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*He heard the cry, 'Finish Him', wiped the splattered blood from his eyes, looked down and saw Michael Jackson's spine in his hands — then Mike Salmon woke up, smiling.*



If I had a penny for every letter I've received regarding *MKII*, I could buy Acclaim and threaten the programmer's jobs until they coughed up every freakin' code! However, you guys don't send me pennies, so I continue to tear through all of the letters I get, hoping to find some magical trick that I don't already know.

As for those of you who whine that I never write back, wake up! I would love to respond to every letter, but my days are only 24 hours long. I will check out every code, so keep sending 'em. Also, don't forget about our codeline: (415) 330-5348. Just call in, listen to the instructions, and leave your code after the beep. Until next time, then, keep crackin' those codes and workin' those controllers to death!

Mike

# MORTAL KOMBAT

## Kodes from hell!!!

### All Systems

#### Random Select

From this position on the Character Select screen (Liu Kang for player 1, Reptile for player 2), hold **Up** and push **Start**.



#### Disable Throws

At the Character Select screen, just after both players have chosen their fighters, hold **Down** and **High Punch** on both controllers. Just before the fight begins you should see this message.



#### Shang Tsung's Kintaro Fatality

Hold **Low Punch** for about 30 seconds, defeat your opponent, move about a step away and let go of **Low Punch**. Tsung morphs into Kintaro and punches his opponent in half (ow!).



#### Scorpion's 'Toasty' Fatality

Hold **Block** and tap **Down**, **Down**, **Up**, **Up**, **High Punch**. It works much like Scorpion's



normal Flame Fatality, but you can do it from anywhere on the screen. Also, Dan 'Toasty' Forden pops on screen and says 'Toasty!', as well as writing it on the screen.

#### Dead Pool Fatality

When 'Finish Him' appears after winning the second round in the Dead Pool area, press and hold the



**Low Punch** and **Low Kick** buttons, move in close, and execute a normal uppercut (with the buttons still held down) — your opponent gets an acid bath like this!



#### Slip off spikes after Pit Fatality Uppercut

Quickly hold down on both controllers after executing a Pit Fatality Uppercut. Your victim slides down off the spikes and splats on the floor.

#### Jade

In the stage just before the '?', win one round using nothing but the **Low Kick** button (try using lots of jump-kicks and sweeps). You return to Goro's Lair to fight Jade. She's immune to most missile attacks, so use jump kicks.



#### Smoke

Sometimes Dan Forden (an original *MKII* programmer) pops on-screen and sings 'Toasty!' after someone executes an uppercut. If this happens during the Portal stage, quickly hold **Down** on the controller and press **Start** before he disappears — if you're fast enough you return to Goro's Lair to fight Smoke. ➔



#### Johnny Cage's 3-head Fatality

Do a normal Uppercut Fatality (**Forward**, **Forward**, **Down**, **Up**), but when the screen gets darker, like this (indicating that the Fatality is about to happen), hold **Down**, **Low Punch**, **Low Kick**, and **Block**.



Voila! Three heads for the price of one. Cage would be so proud.



#### Code Monkey of the Month

They're brothers who knock the stuffing out of each other in video games instead of for real

(and who says kids shouldn't play video games?). **Randy & Adam Hailer**, from **Stow, OH** are our Code Monkeys Of The Month! Unfortunately, the hard working duo will have to split their banana. (Hey, we're not made of bananas, you know!). This happy pair will be sharing the awesome ASCII Pad, thanks to their award winning 3-head fatality. Way to put your heads together guys, and share that controller!



→ Smoke awaits! Back far away from him as soon as the fight starts and keep firing missile attacks at him. If he's persistent and won't let you back away, try to get in a cheap kick as you're leaping backwards.



### Noob Saibot

Win 50 matches in a row on the SNES, 25 on Genesis. It doesn't matter if you're beating up on the second player or fighting the computer.



## SNES

### Shao Kahn & Kintaro intro screen

Hold in the **L** and **R** buttons just after turning the power on. Keep them held down until the Acclaim logo appears — the screen should be red instead of black. Shao Kahn and Kintaro walk out, like this, and beat up on the logo. Violence before the game starts — now that's a real game.



### CHOOSE YOUR FIGHTERS



### Survival Mode

At the Start/Options screen, hold in the **L** and **R** buttons and push **Start**. This screen comes up, allowing you to choose a team of fighters

for the Survival Mode. You can do Random Select here as well, like you would normally.

Go to this Character Select screen and input the codes for the following goodies.



### 30 EXTRA

**CREDITS:** At the Character Select screen press **Left, Up, Right, Down, Left, Select**. You must do this very quickly. You should hear a noise if you did it right.

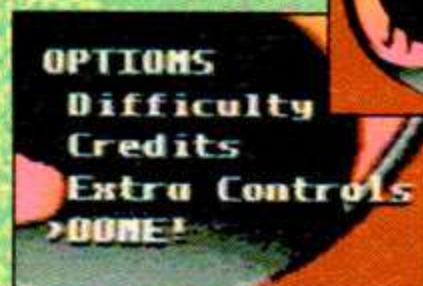
**SUPER POWER-UP:** At the Character Select screen press **Down, Up, Right, Up, Left, Select**. You must do this very quickly. You should hear a noise if it worked.

**TRIPLE YOUR FINISHING MOVE TIME:** At the Character Select screen press **Up, Up, Left, Up, Down, Select**. You must do this very quickly. You should hear a noise if you did it correctly.

## Genesis

### Test Menu

Go to the Options screen and move the cursor to 'DONE!', but don't select it.



Now press **Left, Down, Left, Right, Down, Right, Left, Left, Right, Right**. It doesn't spell Dullard but it still works just fine.

Here it is: your full menu of cheats.



### Jump to Kintaro



At the Character Select screen press **Up, Down, Down, Right, Right, Select**. You must do this very quickly. You should hear a noise if it worked. Now you're ready for Kintaro. Well, maybe you are and maybe you're not.

### Jump to Shao Kahn

At the Character Select screen press **Right, Up, Up, Right, Left, Select**.



You must do this very quickly. You should hear a noise if it worked. Now find out just how tough Shao Kahn is, anytime you want.

### Jump to Smoke

At the Character Select screen press **Up, Left, Up, Up, Right, Select**.

Watch this shady character or he smokes you every time.



## GAME GENIE

This list of codes, sent to us by George Niczewicz of Santa Clara, CA, lets you fight just one player for the entire time. This can only be done as a one-player game and you can't see the ending, but it's a great way to learn how to beat each character.

### Always Fight:

Kung Lao	ACMT BE76	Sub-Zero	BCMT BE76
Lui Kang	AGMT BE76	Reptile	BGMT BE76
Johnny Cage	ALMT BE76	Scorpion	BLMT BE76
Baraka	ARMT BE76	Jax	BRMT BE76
Kitana	AWMT BE76	Shao Kahn	BOMT BE76
Mileena	AOMT BE76	Smoke	B4MT BE76
Shang		Noob Saibot	B8MT BE76
Tsung	A4MT BE76	Jade	CCMT BE76
Raiden	A8MT BE76	Kintaro	BWMT-BE76

### More Game Genie Codes

RETT A6Y6	Test Mode.
CVYA-BA7N	Timer is 2x as fast.
LBVA-BA7N	Timer is 2x as slow.
ABVT-BE64	Infinite time.

### Jump to Jade

At the Character Select screen press **Up, Down, Down, Left, Right, Select**.

Another female warrior that you can fight anytime you like, but she's no easy opponent.



### Jump to Noob Saibot

At the Character Select screen press **Left, Up, Down, Down, Right, Select**. Get

the Noobster right from the beginning and you can learn how to defeat this tough ninja.

## GAME GENIE

These codes were sent to us by Nick Caldwell of Upper Marlboro, MD. After Nick whined and complained for a full page, he provided us with these useful codes.

### Always Fight:

Kintaro	CBC6-3D6E + DAC6-3DAE
Shao Kahn	CBC6-3D6E + D2C6-3DAE
Smoke	CBC6-3D6E + D3C6-3DAE
Noob Saibot	CBC6-3D6E + DEC6-3DAE
Jade	CBC6-3D6E + FDC6-3DAE

C2C4-47AA	Infinite continues.
C2B1-14F7	Player 1 is invincible.
DDB5-1FF7	Player 2 or computer is killed by one hit.
C2B5-14F7	Player 2 or computer is invincible.
DDB1-1FF7	Player 1 is killed by one hit.
622B-C7AC	Disable throws.
6DC7-1DAA	Infinite time.

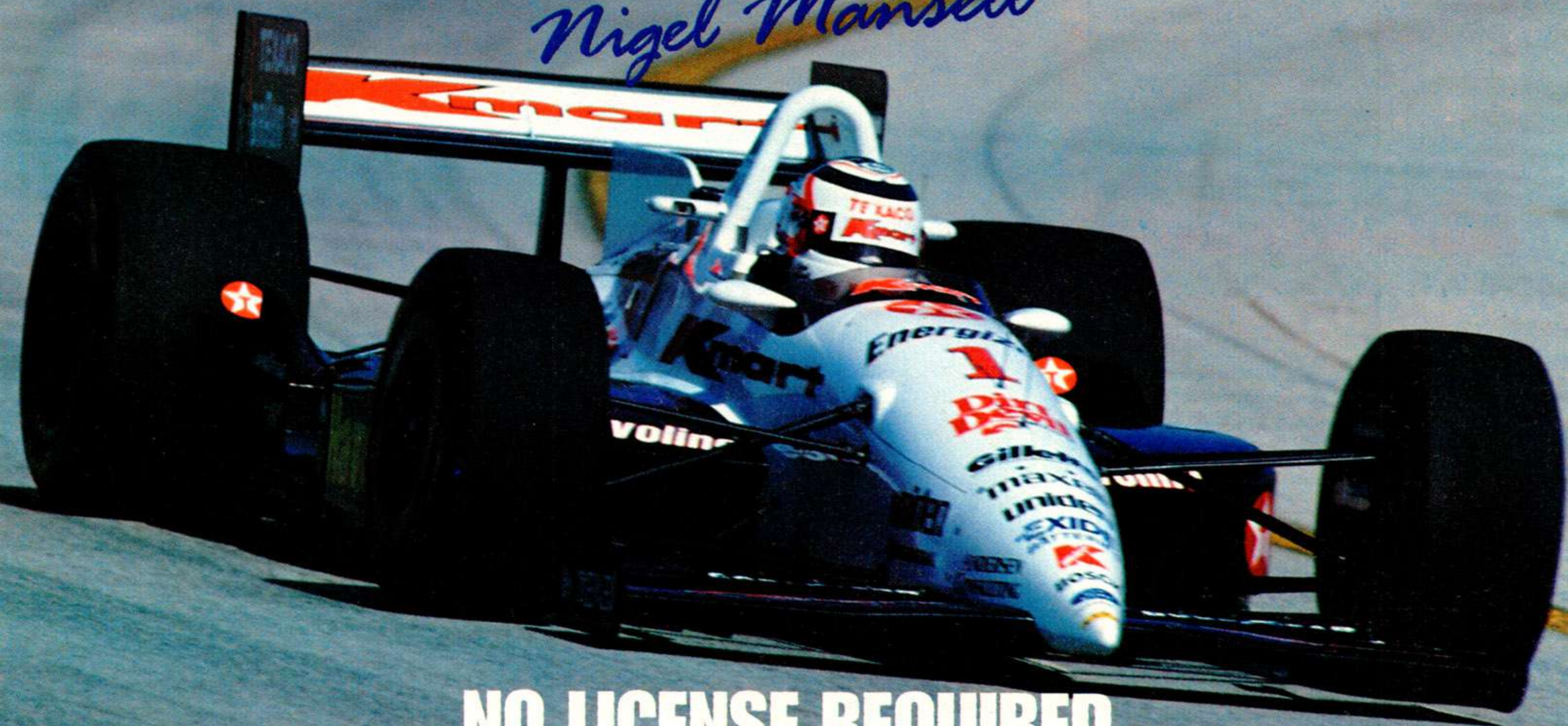




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ENTERTAINMENT SYSTEM

**GENESIS™**

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**Acclaim**  
entertainment inc.



# READER TIPS

## INDIANA JONES' GREATEST ADVENTURES

JVC for SNES

### Jonesin'

Having trouble getting Indy through his many adventures? Well, with this complete list of passwords, you can jones all over Indy's world.

Enter  and you're swinging through the snowy hills in *Raiders Of The Lost Ark*.

Enter  and you've arrived at the set of *Aladdin*.

Enter  and you're at the final stages of *Raiders Of The Lost Ark*.



Enter  and you're at the start of *The Temple Of Doom*. →

## MICKEY MANIA

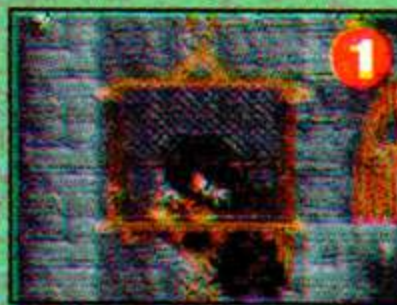
Sony Imagesoft for SNES, Genesis, Sega CD

### Code Mania

A slew of codes for *Mickey Mania: The Great Mouse Adventure*, for all systems.

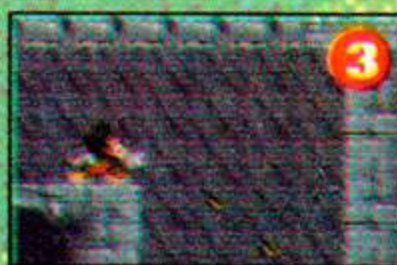
### Bonus level for the SNES, Genesis, and Sega CD

Take this elevator in the Mad Doctor level to the top of the area.



Get out to the right, then jump right back in.

Now the elevator whips you to the top of the tower. Exit to the right and you see a secret passage below.



Pick up stars and marble on your way down the passage. Once you reach the bottom, it's very dark and spooky. All you can see is Mickey's eyes. Keep picking up all stars, then jump up and grab the Mickey ears.

Mad Doctor Mickey in all his horror! Cool trick.



### Bonus level for Genesis and Sega CD



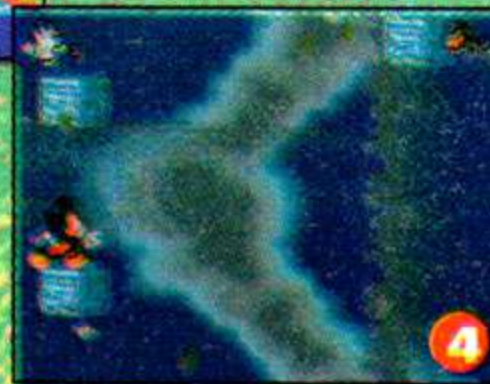
At the doorway to the Giant's castle, bounce on this beetle to turn on this switch above you.

Now bounce on these butterflies up to a secret area.



Here is the secret area. Jump and grab the question mark.

Now you've reached a secret level called The Band Concert.



## GIVE US A HAND

You've gotta be a real game addict to discover those secret tips and tactics — that's why we're so smart. But we want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: Codebreakers; Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

What do you do  
when you see a  
fire-breathing,  
skateboarding,  
karate-kicking, out-of-control  
dinosaur coming at you?



## Level skip for SNES

Go to this options screen and select Sound Test.



Now select music to Beanstalk 1, sound fx to Extra Try, then go to exit and hold the button down for seven seconds.



A sound effect happens and this level select appears.

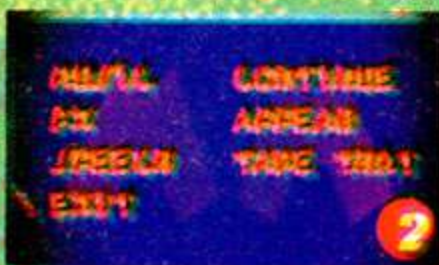
## Level skip for Genesis

Go to this Options screen and select Sound Test.



A sound effect happens and this level select appears.

Select music to Continue, sound fx to Appear, speech to Take That, exit, then hold the directional pad to the left for five seconds.



## READER TIPS

Enter  and you're riding this raft down an icy slope.


Enter  and you're nearing the end of *The Temple Of Doom*.



Enter  and you're at the start of *The Last Crusade*.

Enter  and you're inside Nazi barracks, ready for action.

Enter  and you're inside the Hindenburg.

Enter  and you're at the final area of the game. Make your way to the epic battle with Colonel Vogel and then go on to the Holy Grail.

## YOUR GOLDEN OPPORTUNITY

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCiiWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's gorilla gurus are **Randy & Adam Hailer**, from **Stow, OH**, who will share a controller for their *MKII* three heads fatality code.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!



What a cool controller! The **Fighter Stick** takes the pain out of getting through those games!

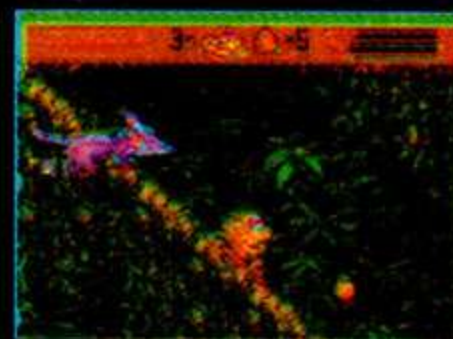
Now there's no reason for you not to send in your codes! The **ASCIIpad** is the ultimate in controller action!



GET OUT  
OF HIS WAY.

radical

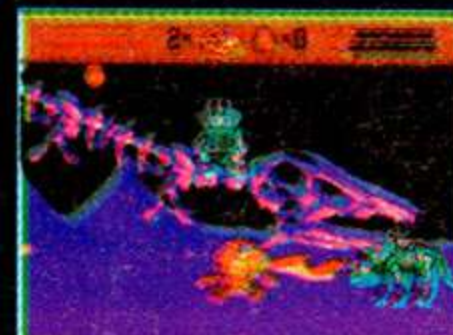
REX™



He's the raddest, baddest fire-breathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on-wheels is out to kick some butt, rescue his main squeeze and save the dinosaur race.

Rex sports his flame-breath

Radical Rex thrashes on his board



Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns – and the belly of a giant dinosaur! No sweat for the Rexmaster – 'cuz he's too hip to be extinct!

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WHERE DO YOU THINK  
YOU'RE GOING?



CLAW MEETS TOOTH



I SAW THAT, BUB



SHINOBI SHAW'S  
ARMORED ASSASSIN



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MARVEL  
COMICS

# WOW

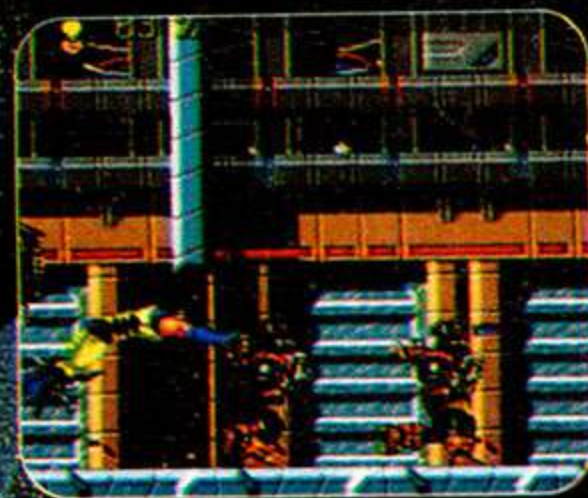


LOOK  
FOR X-MEN™  
WHEREVER  
HOME VIDEOS  
ARE SOLD



# WOLVERINE

## ADAMANTIUM RAGE



THE OL' CANUCKLE HEAD  
RETURNS TO THE  
WEAPON X™ LAB



WOLVERINE® BATTLES  
THE DEMON WITHIN



OLE!



DETHRONE THE  
BLACK QUEEN™



"X - PLODING  
WITH TASTE...  
X - MEN™ FRUIT  
SNACKS!"

MARVEL  
SOFTWARE

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*They sent mail from all over the wide world: dazed, confused, scared game players. But they knew Jeff Lundrigan would help, for he is a river to his people!*



### 'SOME MEN CALL HIM LUCKY'

I've had an Internet account for a while now, but I haven't let many folks know about it, since the last thing I want is to have to sift through a couple of dozen 'how do I beat the last boss...' letters every day (or night, as the case may be). But then I figured, what the hell? Here's the deal: e-mail me anytime you've got anything serious you

want to discuss about the magazine, the industry, or just anything odd that you want to get off your chest. Leave the game counseling to traditional snail mail — if it gets bad, I'm just gonna write a utility to automatically dump every piece of e-mail with 'please help me' in the subject line, get it? Otherwise, keep in touch. I can't promise I'll reply to everything (I do, after all, have a life), but I promise I'll at least try. You can contact me at this e-mail address: jfflucky@netcom.com

*Jeff*

## LUNAR

Working Designs for Sega CD

Please, please help me! For weeks I've been trying to find the Dragon Master in the caves on that small island. I found a room with a chest and a chain helmet, but no Dragon Master. Do I have to talk to anyone special, sell a special item or go somewhere special? Like I said I've been searching for four weeks. I NEED to know.

*Jon Freeman  
Cass Lake, MN*

This is the one part of the game everybody gets stuck in — it even kept me guessing for a while, and I'm a professional. It's not exactly a secret passage, but it's pretty close. Just check the area below the chest in the southeast area of the cave. You can't see the tunnel that leads south from there, but you can use it without needing anything special.

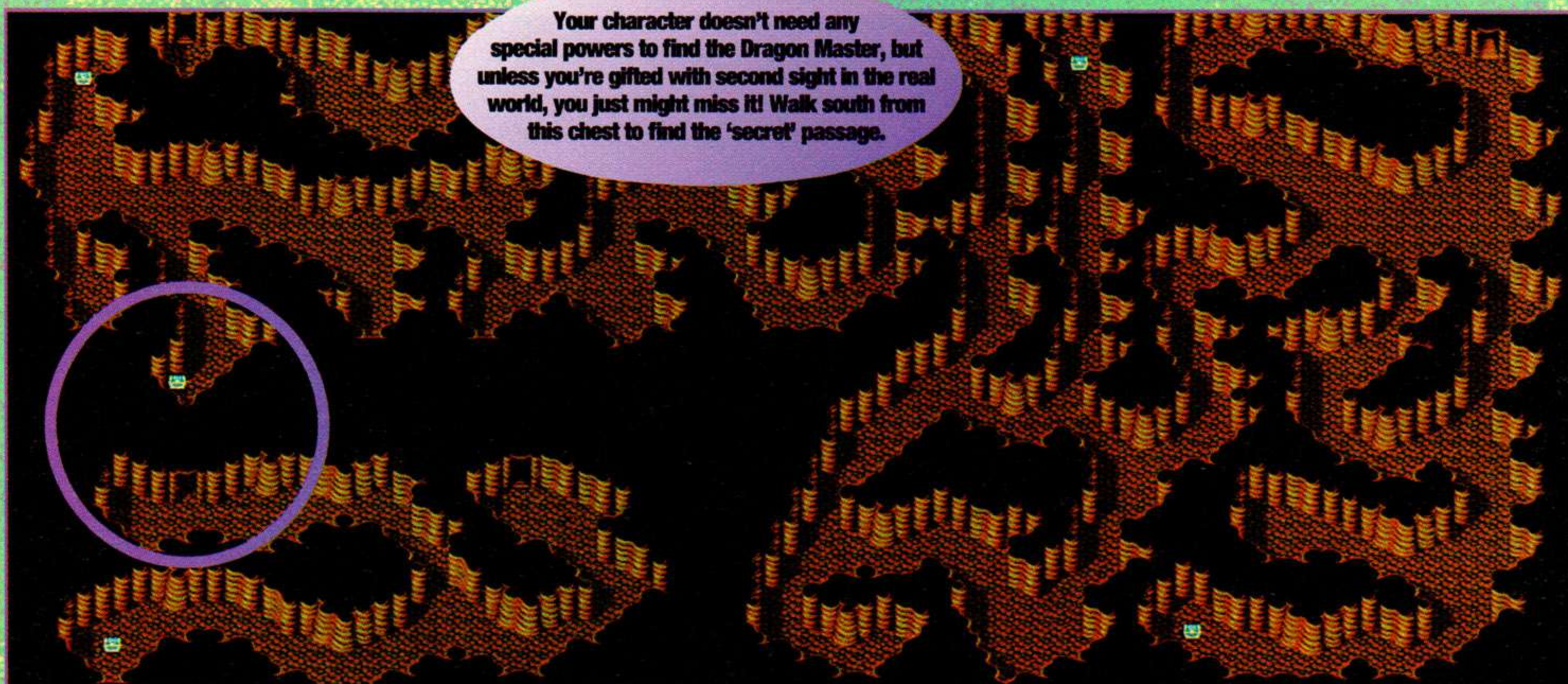


Before moving on, make sure you open the chest in the northern chamber.



A-ha! The pesky old Dragon Master. Did you think you'd find him? I knew that you could!

Your character doesn't need any special powers to find the Dragon Master, but unless you're gifted with second sight in the real world, you just might miss it! Walk south from this chest to find the 'secret' passage.



## MORTAL KOMBAT II

Acclaim for SNES & Genesis

The question that's bugging me is who is Tobias Boon? One day I was practicing some moves on my SNES, playing against a second player controlled by no one, when I happened to hit 50 wins in a row. Boom! Out comes Noob Saibot, aka Tobias Boon? Anyway, there was no way to beat the guy, but I was wondering who he is in real life. Of course, if I'm

wrong about the whole thing, then just forget it. But come on — Saibot-Tobias?

*R. T.  
Napa, CA*

Actually, it's not one guy, it's two guys: Ed Boon and John Tobias. They're the two lead programmers for *MKII*, and wanted to see their names in lights. By the way, of the three (count 'em, *three*) hidden characters in *MKII*, Noob is probably the easiest to beat (in my humble opinion).



Just so everyone knows we know how to find him, here's Noob Saibot, the illegitimate son of Ed Boon and John Tobias, all grown up and gone evil.



## LANDSTALKER

Sega of America for Genesis

I have been playing for a long time and I've made it to the cave by the underground city of Kazalt. As I play through the dungeon, there are parts covered with ice. I can't find the Ice Boots, can you tell me where they are?

Peter Amberson  
Arlington, VA

Nearly everyone left who's having trouble with Landstalker can't find the Snow Spikes, and if you're stuck here there's probably one of two things holding you up:

1. You need the iron boots to cross the spikes. This is a toughie. There's a room with a lizard man, a jar, and a switch just out of reach. Kill the lizard man (if you're really clever you can get him to fall through the hole in the floor), then grab the jar and carefully pitch it at the switch. If the jar breaks, you've got to exit the room and try again.

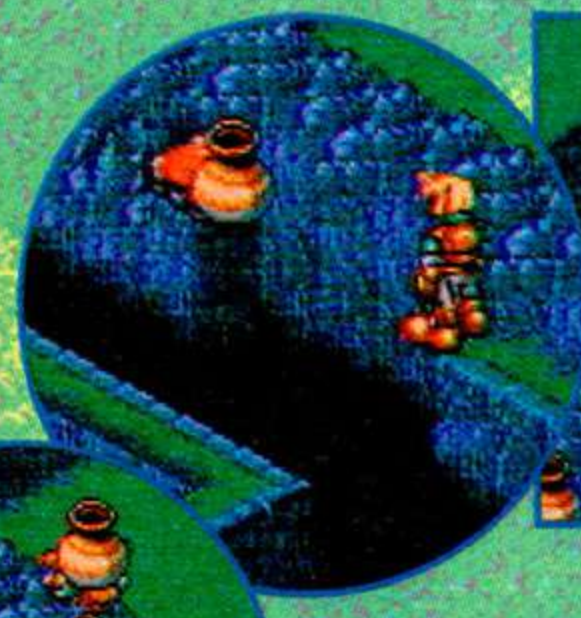
2. You can't beat the fire elemental. This is easy if you have the Fire Boots. Just stand in one of the lava pits and keep swinging at the

space he appears in. The Ice Sword seems to make this go quicker, but any weapon works OK. If by some fluke you don't have the Fire Boots (I don't even think it's possible to get all the way to Kazalt without them, but I get the impression that some people managed it), you'll have to go back to Massan and find them.

If you can get past all that, you should come to a room with a drop off that goes forever because it keeps looping you back to the top. The fall is dotted with these huge hands with eyes in the palms. It's not easy, but move yourself around in a careful, methodical fashion, letting yourself drop until you hit the hands. The Snow Spikes are on one hand, and there's a chest with Life Stock in it on another.



To reach the Iron Boots, you've got to make it to that hole way over on the other side of the room.



Do it right though, and the blocks drop, allowing you to exit through the passage in the upper right of the room.

Stand on the very edge of this ledge, then throw the jar at the height of your jump — it is possible, by the way, to throw it too far and have it shatter against the wall!

LAST SECOND ARROW DEFLECTION  
—GREAT WALL OF CHINA.

WOULD HAVE WASTED THE  
MUMMY QUEEN IF SHE DIDN'T  
USE SO MUCH HAIR SPRAY.

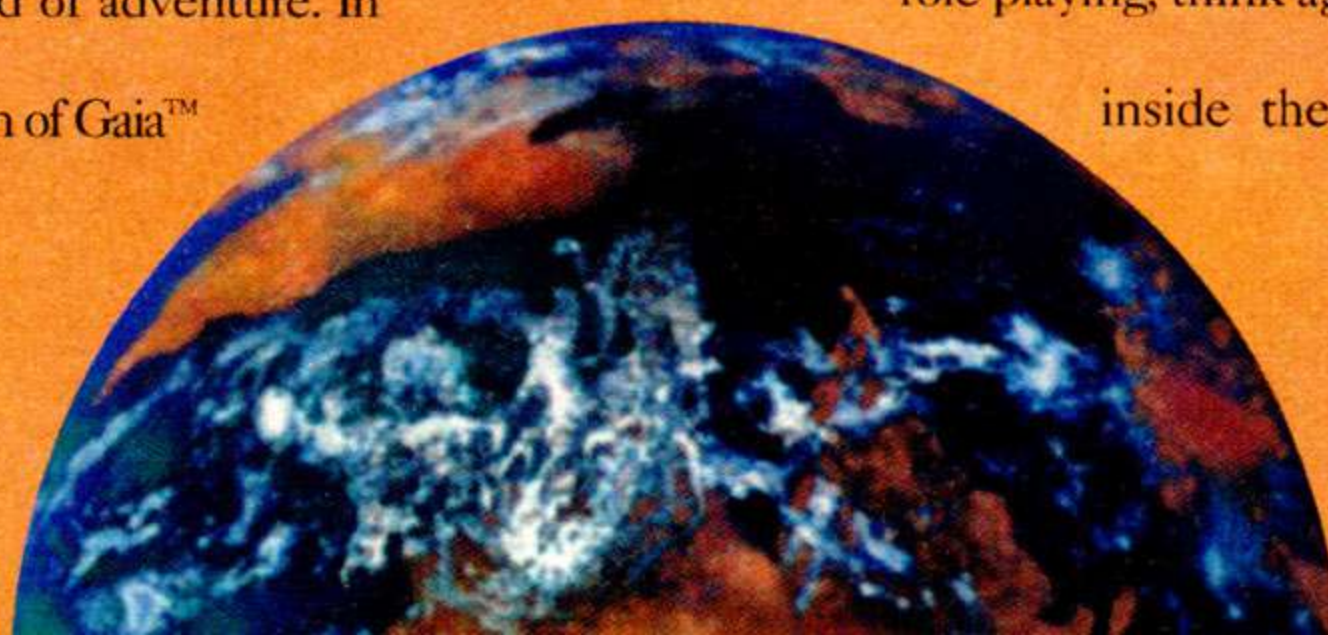
A GAME THIS TOUGH ONLY COMES AROUND EVERY  
800 YEARS. If you've met the challenge of Legend of Zelda®



or the Secret of Mana™ then you're in for a whole new world of adventure. In Nintendo's Illusion of Gaia™



you'll cross continents, travel back in time and come face to face with the fiercest fighters in history. ✕ If you think it's just role playing, think again. Imagine crawling inside the Egyptian Pyramids,

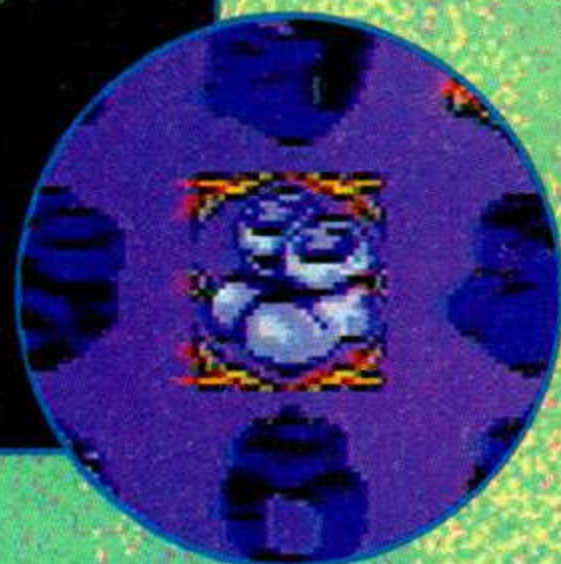




## LEGEND OF ZELDA: LINK'S AWAKENING

Nintendo of America for Game Boy

Beating the Fire Elemental is easy. Just put on your Fire Boots and stand in the lava. If you keep swinging, he never gets a chance to hit you.



How do you beat the boss of the second dungeon? You printed an entire map of the Bottle Grotto, but forgot to include how to beat the boss! I've tried hitting him with my sword, shooting him with arrows, blowing him up with bombs, even picking him up with my power bracelet! Please help me! I have been working on him for almost seven months and if I don't beat him soon I'm gonna take this game and throw it in the trash compactor, but first I'm gonna stomp on it!

Jonathan  
Lexington, MA

Excuse me, but I've been trying to figure out how to get through the signpost maze for a very long time now. I have to rescue Mamu to learn his song, right?

Alex Fuller  
Lansing, MI

this three times and the bottle breaks, after which you can attack the Genie normally. So there. Now everyone can leave me alone.



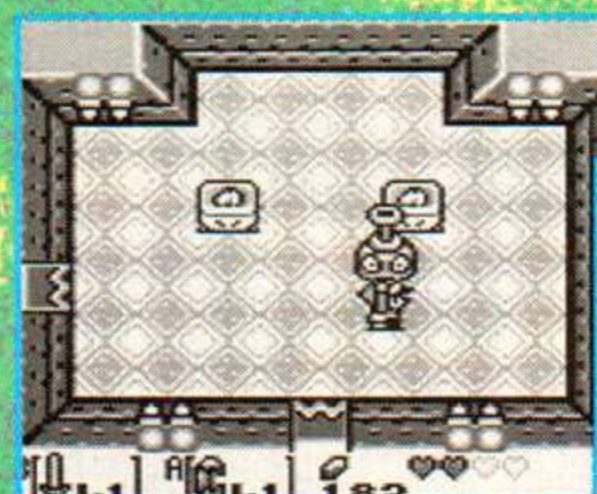
Yeah, yeah, I know — can't attack you while you've got the bottle. OK, OK.



Ah, finally reached the endless drop. All you have to do is drop, then slowly move around the room as you fall until you find the spot that lets you land on the hand holding the Snow Spikes. Simple, huh?



OK. I apologize for not printing how to kill the Genie boss at the end of the Bottle Grotto. The fact is that you came very close to figuring it out: Hit the Genie's bottle once with your sword to stop it from moving, then use the Power Bracelet to pick it up and throw it against the wall. Do



Hit the bottle to stop it from jumping around, then slam it against the wall. After you do this three times the bottle breaks.

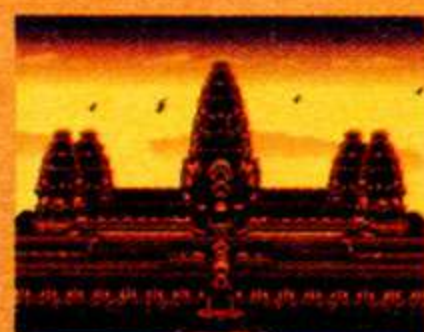
CONTINUE →



PRYED OPEN THE PASSAGEWAY  
TO AN INCAN TEMPLE.

STUBBORN CAN OF PORK AND BEANS  
-TOWER OF BABEL.

GUARD'S HELMET  
-KING EDWARD'S CASTLE.



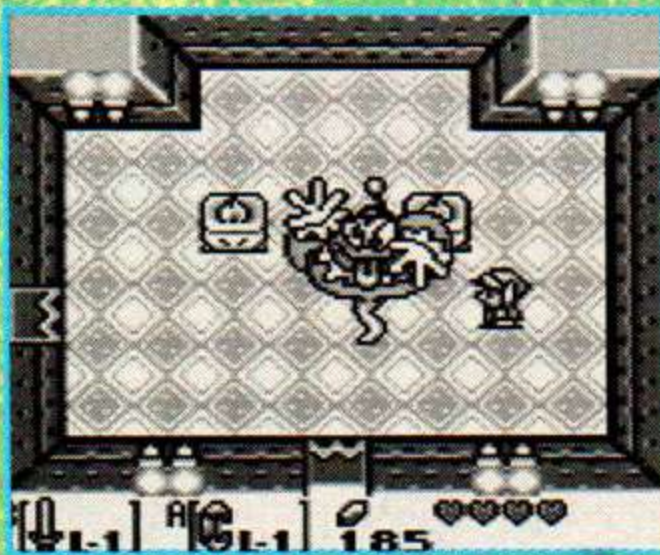
over the Great Wall of China and through the Incan ruins of South America. And everywhere you go, someone is waiting to hack you to bits. So watch out! The only good news is the earth spirit Gaia will be there to guide you. And each Game Pak



also includes an enemy profile poster, a wall map, and an 84-page Explorer's Handbook that'll help you keep your head. ✖ So get ready for the Illusion of Gaia, it's bigger than reality...and it's the boldest adventure in the world.

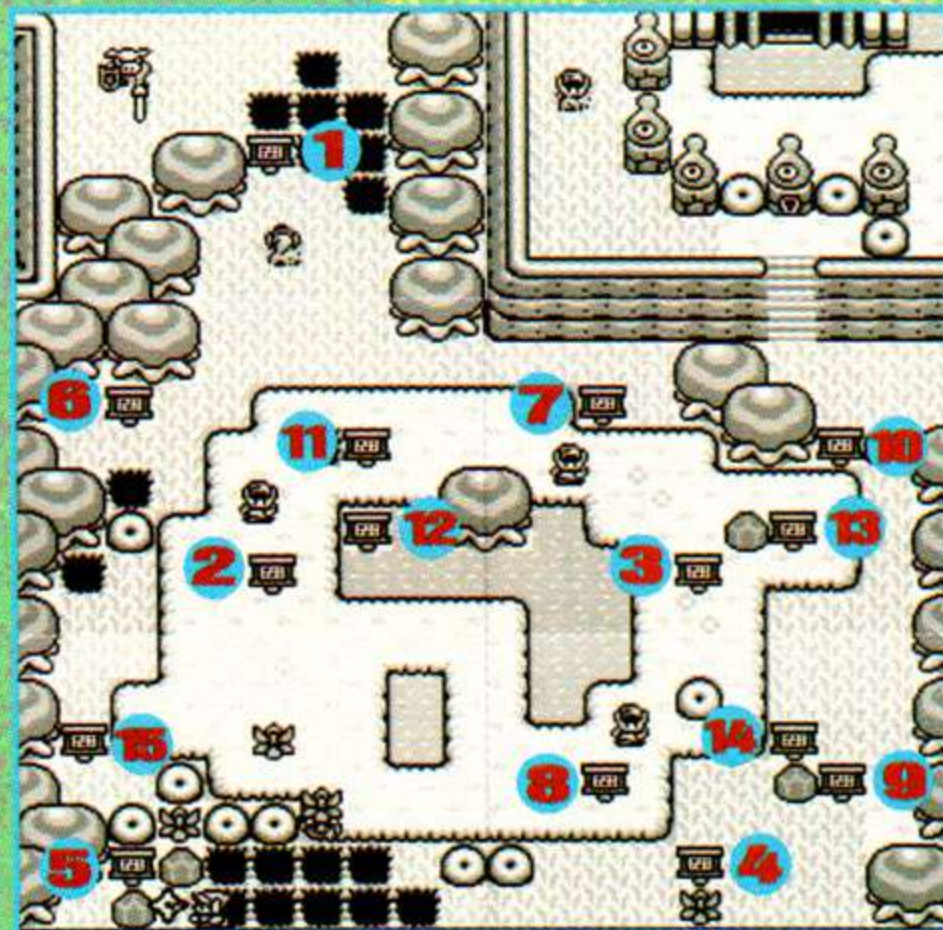






Aha! Now you're in for it, you sorry excuse for auto exhaust! Don't mess with Link!

As for the signpost maze, there's no real secret there, so I wonder why folks have so much trouble with it. Anyway, you can just follow the numbered signs on the map. The last sign is reached by using the hookshot, so don't even bother with the maze until after you've completed dungeon five: Catfish Maw.



## SHADOWRUN

Sega of America for Genesis

I give up! Where is the Feathered Serpent's scale that I need to give to Spirit Eyes so he'll lead me to Michael's killer?

Shawn Hamming  
Sarasota, FL

While making the run against Renraku, make sure you jack into their computer and download the files in the Security database. You find a memo that tells you where the serpent is. If you haven't done so, or you can't, I'll just go ahead and tell you — seems easier that way.

The serpent's cave is to the far southeast of the Sinsearach. Go across the

bridge and south and you find it. Enter the cave and take the exit along the south wall. In the next cavern, turn left and take the west exit, then just keep heading west through three more caverns until you find the serpent's lair — it might seem as if you've started looping around,



If you successfully jack into the computer system while in the Renraku building, you find the location of the serpent.

Just follow the signs in the order shown. Use the Hookshot to reach the sign in the southwest section.



Aha, the passage opens!



Hey Mamu, what's up? You got a song to teach me after all that trouble?

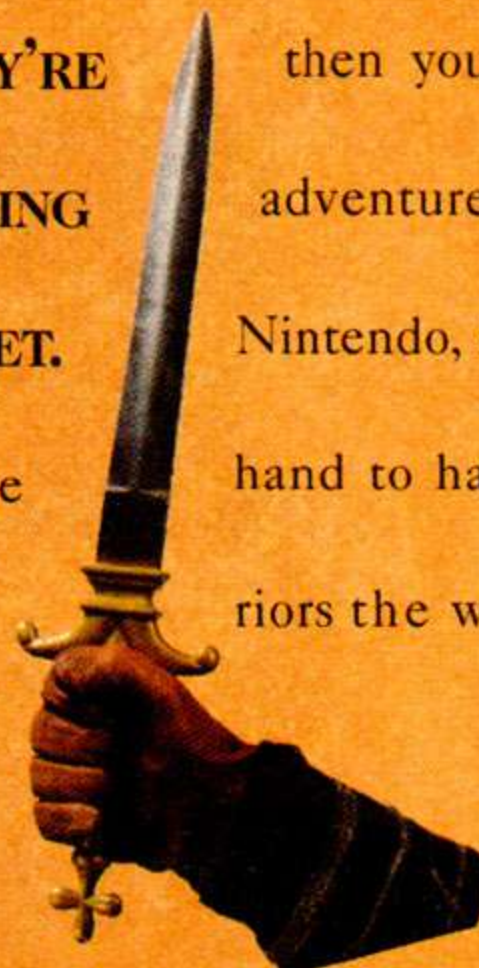


THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE DEADLY. AND THEY'RE THE ONLY WELCOMING COMMITTEE YOU'RE GONNA GET.



If you've battled your way through the Legend of Zelda® or the Secret of Mana™

then you're in for a whole new world of adventure. The Illusion of Gaia™ from Nintendo, is no simple role playing game. It's hand to hand, mind vs. mind action against the greatest warriors the world has ever seen...And some the world hasn't.





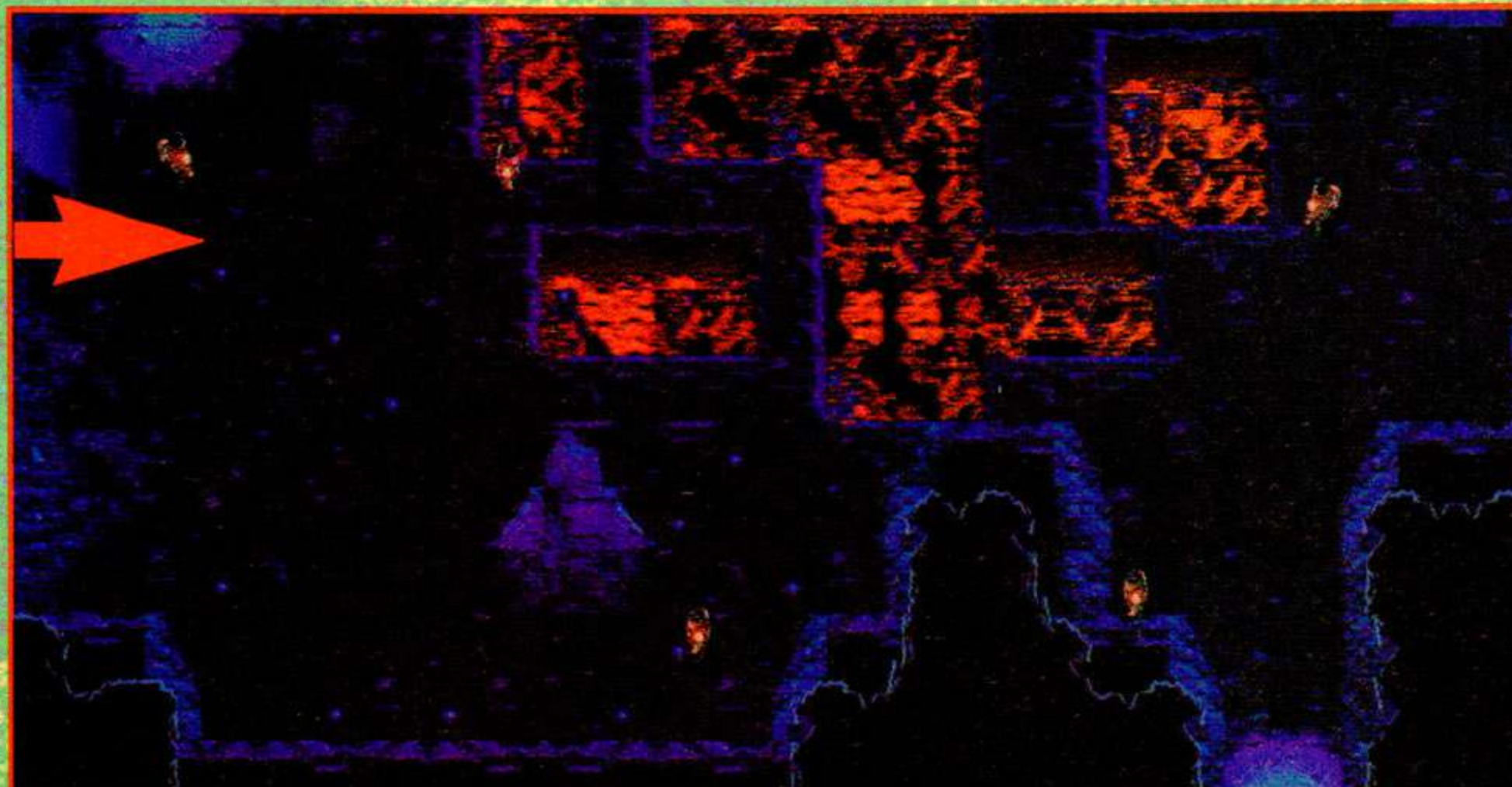
because the caves all look the same, but keep going. Your only obstacle is a series of Renraku strike teams, but uh, they're really no problem, unless, of course, they start shooting at you, in which case you're in trouble. **GP**



Starting from the Sinsearach, head south and east, across the bridge, until you reach this cave. Heck, just follow the path!

## KEEP IN TOUGH

Send your game questions or any top secret tips — to Jeff at the usual address  
**Game Players**  
1350 Old Bayshore Highway;  
Suite 210;  
Burlingame, CA, 94010



When you enter the cave, follow the south wall until you reach an exit...



...then turn left and look for the opening in the west wall. After that, just keep heading west. Keep alert, 'cuz somewhere in the cave, a Renraku strike team attacks you!

As long as you keep heading west, you find the serpent, and boy, is it glad to see you!



✱ As if Incan warriors, Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil

spirits, vampires and the beautiful, but purely evil Mummy Queen. ✱ Luckily for you, your

Gaia Game Pak comes with a free enemy



profile poster, a wall map and a full color 84-page Explorer's Handbook. ✱ So get ready for the fiercest fight of your life.

Because if you can't survive the dangers of the past, there is no hope for the future.

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# BLACKTHORNE



You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



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# He's Here To Take Out The Trash.

MY ENEMIES ARE MORE EVIL AND  
REPULSIVE THAN I EVER IMAGINED.  
THEY ARE BRUTAL, HIDEOUS CREATURES  
WHO DELIGHT IN BUTCHERING THE  
INNOCENT, THE UNARMED... MY PEOPLE.  
I GROW IMPATIENT TO AVENGE THE  
VICTIMS IN THIS HELLISH PLACE. THERE  
HAD BEEN MUCH BLOODSHED, BUT THE  
NIGHT IS YOUNG. AND IT'S TIME THEY  
MET BLACKTHORNE.

Kyle-

Win a limited Print of the  
Blackthorne Art Work  
signed by Jim Lee the artist!

J'MLLEE

See your local retailer for details.

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Or don't play at all.



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Interplay Productions, Inc.  
17922 Fitch Avenue  
Irvine, CA 92714





In the year 2026, things get thug-ly when bionic gang Scumocide tries to take over the entire universe. Captain Commando and his posse—Baby Head, Ginzu the Ninja and Mack the Knife—are up for the fight with a futuristic arsenal including the energy glove, knee rocket and subsonic knives. And huge moves like the Captain Kick, Flying Katana and Rolling Punch. In this straight

# COMMIT SCUMOCIDE.



Baby Head better give his knee rocket launcher a quick charge before battling Yamato.

Captain Commando puts out the lights of the Electric Lady with his arm cannon.



Mack the Knife and Ginzu the Ninja use their "bandage whip, slice and dice combo" on some Scum.

## CAPCOM®



# REVIEWS

Yer friend tells you about this real cool game and how you should buy it 'cuz it's great! So you run out and spend yer college fund on the mystery game, and guess what? It sucks!!! Yer so-called friend tells everyone you know that yer a big game-dweeb! Fool! You shoulda read us first!!!

## INFO BOXES

We did the recon so you could read all about the game in safety.

## RE-VIEWER

See the nice reviewer? He wants to help you pick the best games. And he doesn't even want any of your cash! (Don't turn your back, we don't pay him enough!)

## OPINION

Just live by this and everything will be just fine. Really!

## OUR SCORING SYSTEM

Remember, we took a blood oath!

**Graphics:** Put it this way — If these were a dinosaur, would it be a cunning Velociraptor or just dumb, old, purple you-know-who?

**Music & Sound FX:** Are they like front row center at a Metallica concert, or like sitting between your aunts watching Lawrence Welk?

**Bells & Whistles:** Does the game fly upon the wind or just break wind?

**Control:** Oh yeah, it's a lot of fun getting mangled by the monsters every time... Not!!!

**Replay Value:** When you think of replaying a game, are there happy thoughts or gun shots?

**Overall Score:** Your daily requirements:

100% Flawless	60% Not Bad
90% Excellent	50% Average
75% Very Good	30% Just Rotten

## GAME SCREENS

Pictures so brilliant, we have to wear opaque visors while creating them. You'll be OK if you just wear sunglasses.

## GAME PLAYERS ULTIMATE AWARD



When you see this thumb, it means you gotta have the game to remain among the living! It also means that the game in question scored 90% or more after being raked over the coals by our staff of torturers... oops, make that reviewers!

**SNES info**

GENRE: Fighting  
PLAYERS: 1 or 2  
LEVELS: 13  
TY: adjustable  
SAVE FEATURE: none  
MEGS: 32

**RATINGS**

**GRAPHICS**  
Does this look good or what? Smooth, shaded, moves great — it's cool!  
Some characters have so much detail, you can't tell what they're doing!

**MUSIC & SOUND FX**  
Listen to all that digitized speech! That's cool! And the music is cool too!  
That music turns up in every other game you play, and it's getting old.

**BELLS & WHISTLES**  
Twelve fighters and lots of special moves, plus all kinds of great touches.  
Some characters have a couple of special moves, while others have more.

**CONTROL**  
The controls are laid out simply, and most of the moves are standard...  
...but some of the moves are nearly impossible to pull off!

**REPLAY VALUE**  
The replay limit is only determined by who you have around to play against.  
This game doesn't pack quite the punch as other fighting games.

**OVERALL 85%**

**BRING ON THE FIREWORKS!**  
Not just fireballs, but fire sculptures!

**Samurai Shodown**  
Publisher: Takara • Developer: SNK • available November • \$69.99

**Y**ou know, Samurai Shodown developed a strong cult following in the arcades, and there's no reason it shouldn't on SNES. It combines your standard fighting game format and control with a Japanese look, then bases it around a group of weird characters who all use bladed weapons of some kind — it's unique, yet familiar at the same time.

The mammoth hundred-megabyte Neo-Geo version, SNES incarnation holds up pretty well. The game looks amazing, and I don't think a special move has been left out. The original version would scale in and out to rep both characters on screen, but the SNES version switches the standard capped against the edge of the screen's business that you usually see in a fighting game. This is, however, the only significant change.

It's not quite in the same league as *Art of Fighting* or *Street Fighter II*, but it's still a great game. If you're tired of hand-to-hand combat, by all means take the chance to pick up a sword and start hacking away. **GP**

Even though I screen donor room in and out, it still keeps that old arcade feel, and they get plumb are pretty nasty!

This isn't bad play, Tokusatsu *Kinniku*, props in from time to time during single player games. His appearance gives the game a psychotic edge you just don't see often enough.

POW meter — hit somebody hard enough! After that, their next few attacks are pretty nasty!

100 GAME PLAYERS December 1994

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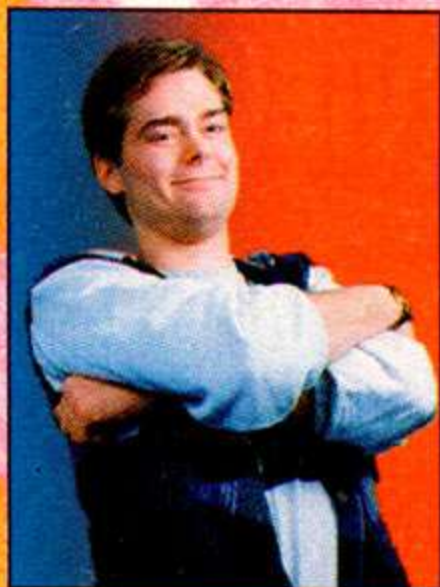


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Poor ol' **Chris Slate** never gets home in time to catch his favorite afternoon 'toon, but thanks to Konami's two new games, he can still get his daily fix of fun.

**W**ay cooler than *Tiny Toons*, *Animaniacs* had no trouble passing Steven Spielberg's other show for the weekday afternoon top-spot. It's got plenty of silly gags to satisfy the kids, but there's also bits of humor aimed directly at adults, which has given the show a large following among older viewers. Too bad it's on so early in the afternoons (sob).

Two experimental mice named Pinky and The Brain have decided, as they often do on the show, to take over the world. This time they plan to steal a potential Oscar-winning script and sell it, using the

money to fuel their plans for world domination. With no other alternative, the Warner Bros. chairman has ordered the *Animaniacs* to retrieve the stolen script, which has been scattered in pieces across the movie lot. Basically, all this means that you play through a level to get an item at the end. Not a very imaginative premise, but it works. →

You move between stages via this map screen. While on your way to your next adventure, be careful to avoid Ralph the Security Guard.



## Busted!

The Man is tryin' to keep the Animaniacs down!



Steer clear of Ralph whenever you see him. If he nabs you, it's back to the tower!



If one of the Animaniacs gets caught, go to the tower. If you can reach the top, you can free them.



The action is all over the place. In the Fantasy stage, you have to dodge trees on flying broomsticks!

The Animaniacs can perform several stunts, such as standing on each other's shoulders to reach high places.



These guys can't sit still for a second, and thanks to that catchy theme song, neither can you!

## RATINGS

### GRAPHICS

- 9** ♦ Bright, colorful characters with a lot of chutzpah.  
♦ The characters and backgrounds are done very true to the show.

### MUSIC & SOUND FX

- 9** ♦ Wow! I could sit and listen to that crazy *Animaniacs* theme song all day!  
♦ All the tunes are fun and the sound effects are straight out of the cartoon.

### BELLS & WHISTLES

- 8** ♦ Lots of different types of levels, with a good supply of hidden stuff to find.  
♦ The bonus game is a neat touch that makes collecting coins worth something.

### CONTROL

- 9** ♦ Switching between characters is easy, with no lag time in-between.  
♦ Characters respond well, though they often snap into their own animations.

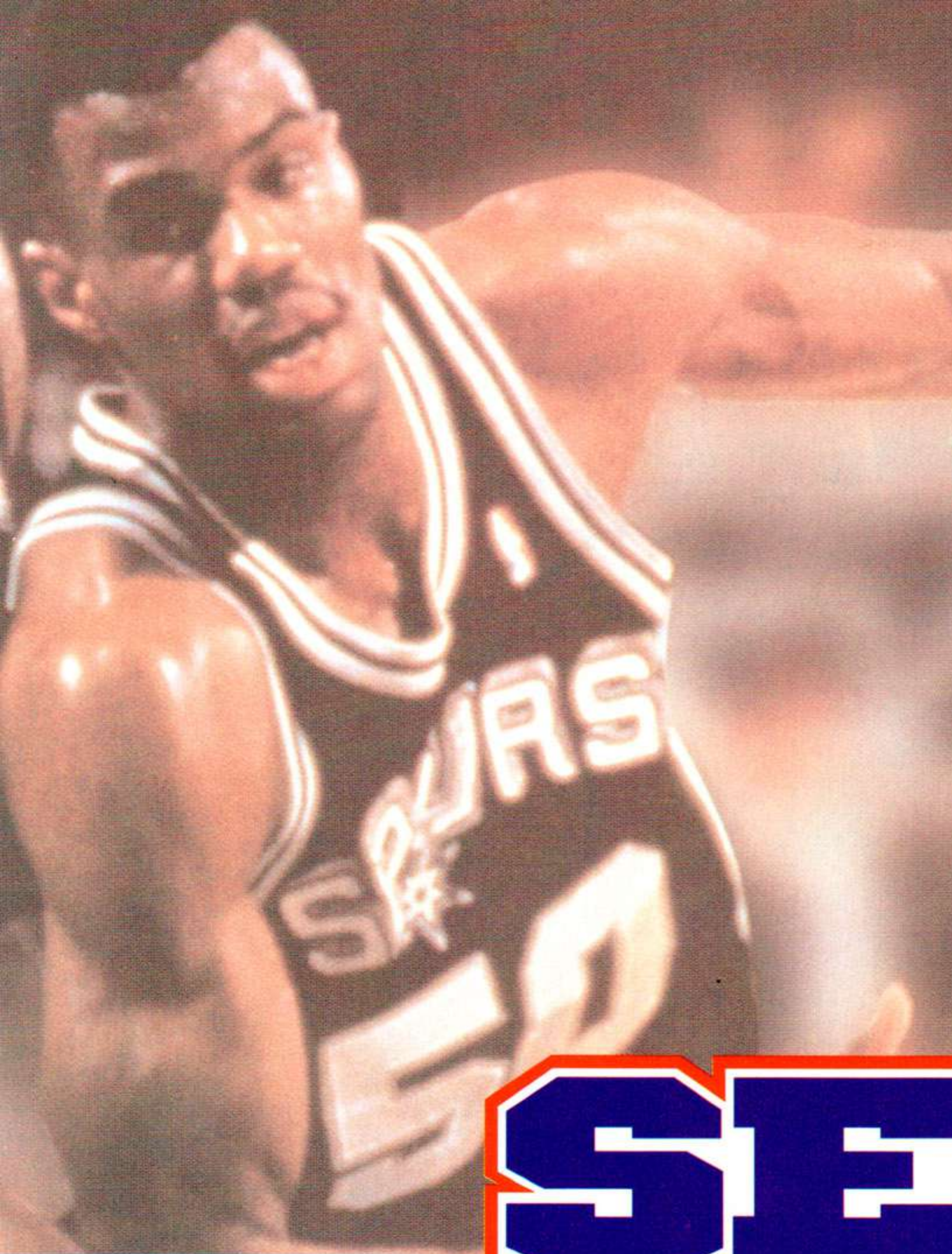
### REPLAY VALUE

- 8** ♦ Lots o' fun! Why wouldn't anyone want to play this one over and over?  
♦ Just perfect for the *Animaniacs* core audience, but it's a bit easy for pros.

OVERALL

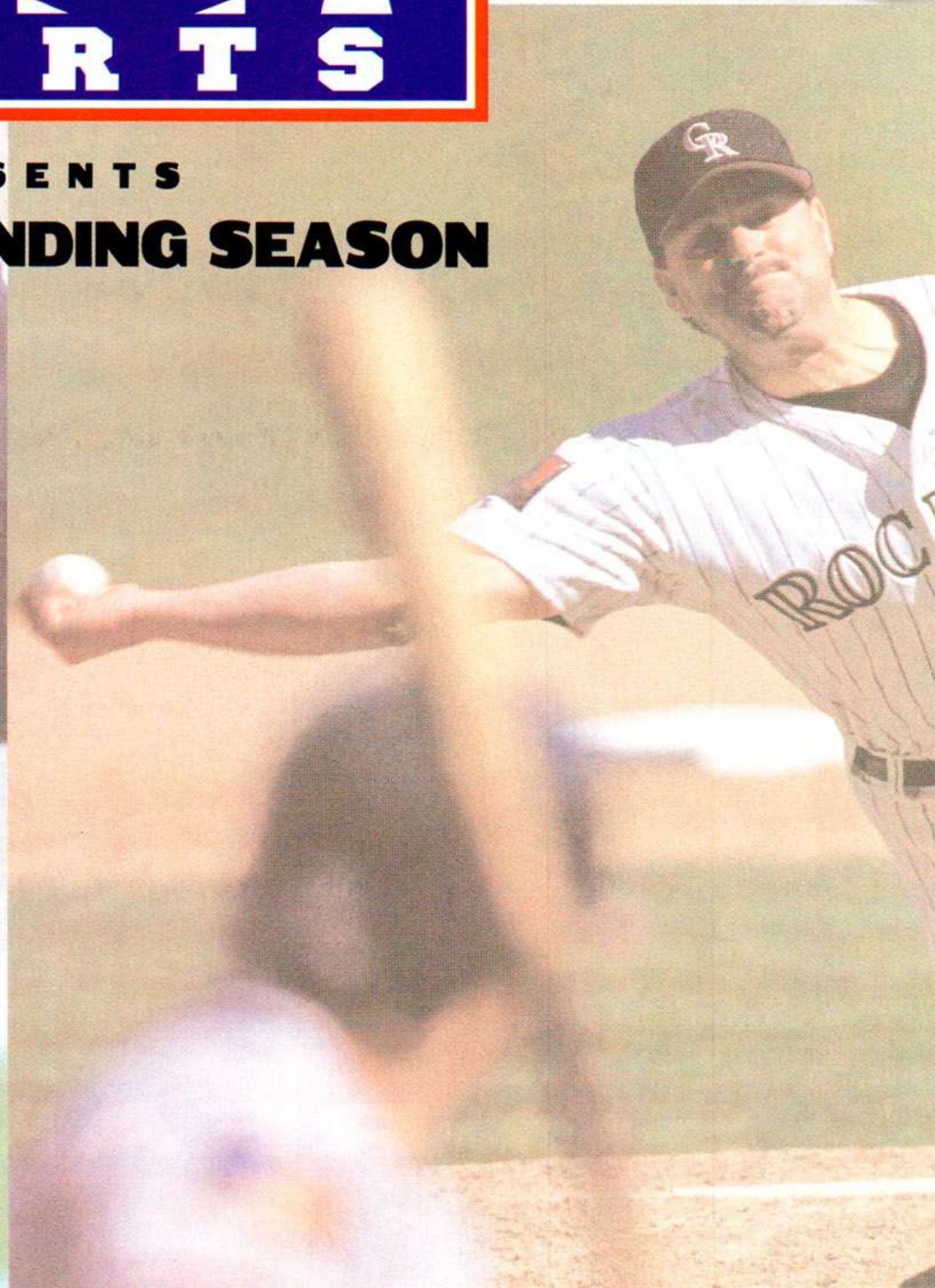
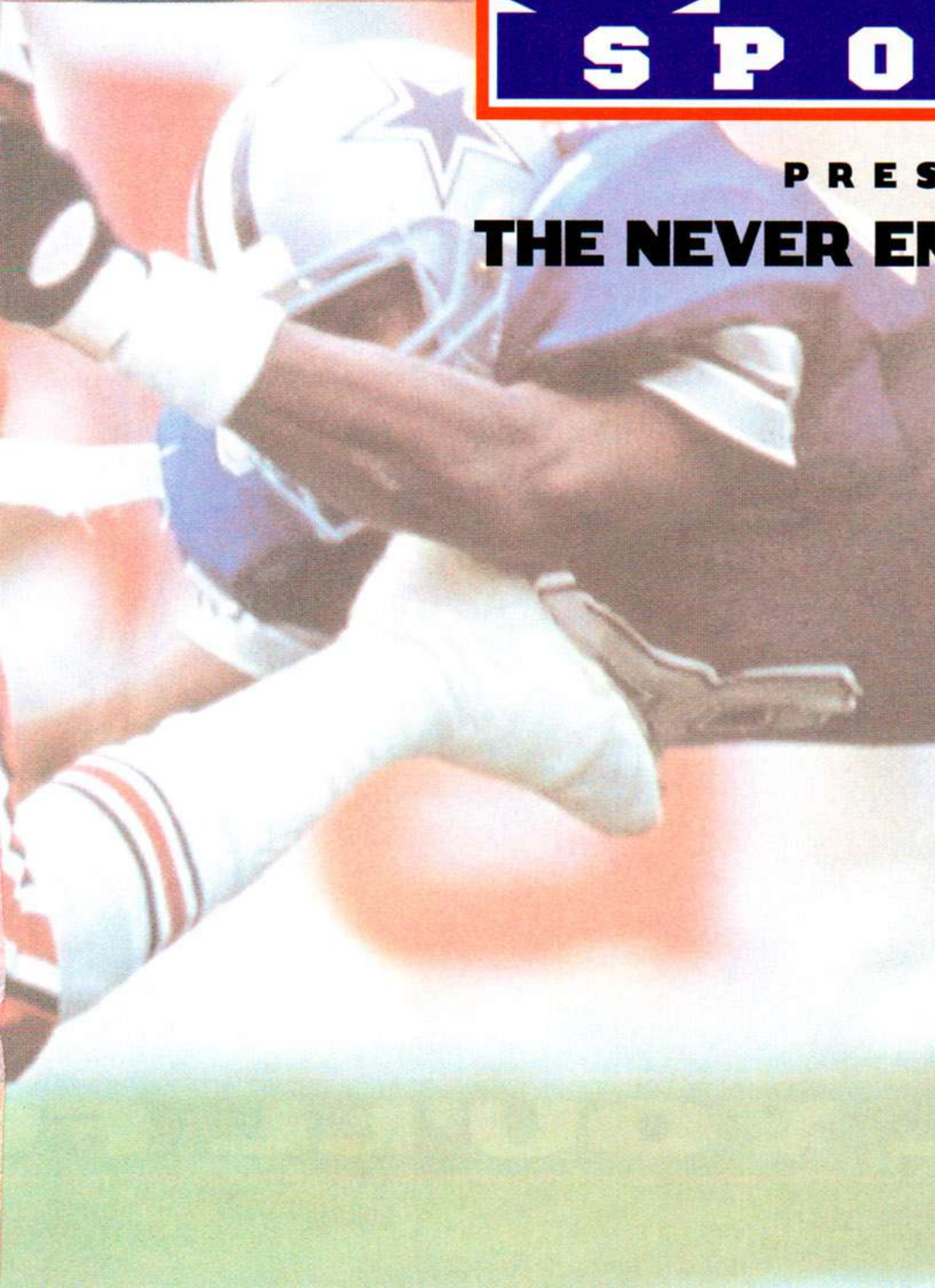
**90%**





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away the competition."**

**DAVE WINDING - SPORTS EDITOR, GAME FAN MAGAZINE**

**SO REAL YOU'LL FO**



**NEW!**

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Joe Montana looks deep...thanks to dynamic new Field Perspective.

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real players!



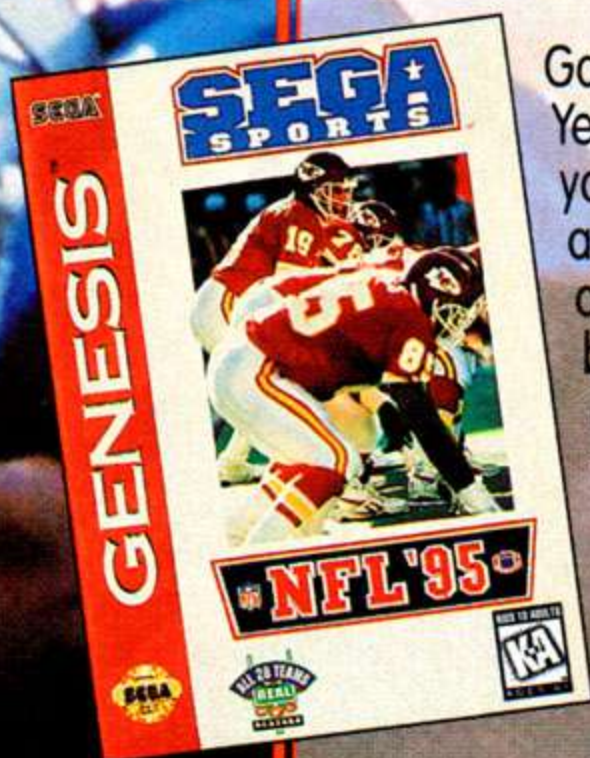
Steve Young and the real players from all 28 NFL teams are here. Make trades and start building your dynasty.



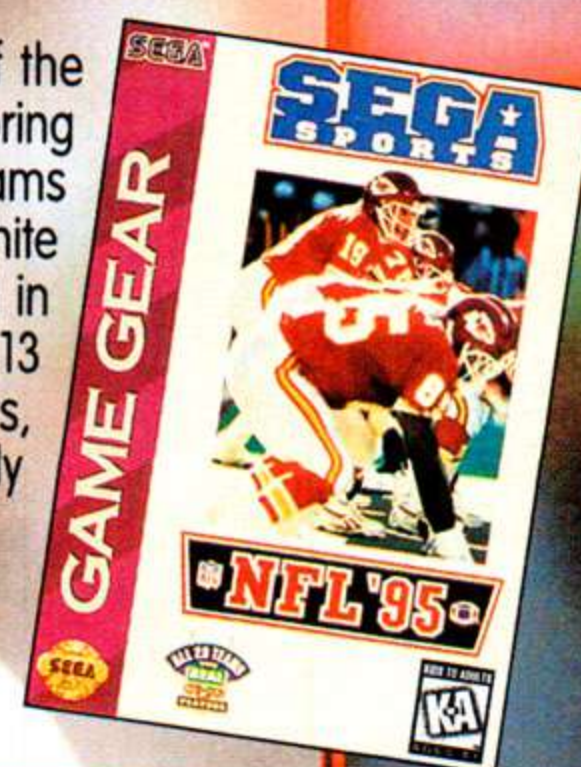
Emmitt Smith turns the corner with a "speed burst" and heads for six!

## HOW TO IMPROVE ON PERFECTION.

GamePro called NFL Football '94 "The Best Football Game of the Year." So what did we do for '95? We started from scratch to bring you a game where you play and compete with all 28 NFL teams and over 1,500 players including Rice, Sanders, Seau, Elway, White and more. Actually *be* the receiver and call for the ball! Add in bone-crunching new sound effects, injuries, skill ratings in 13 categories and a battery-backup that tracks league leaders, single game and season stats, and you know this could only come from Sega Sports™.



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SPORTS



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**FORGET IT'S A GAME**





McGriff steps in against Hershiser. Will it be the fastball, or are you going to cross him up with a sinker?



You're Albert Belle, going up against Yankee ace Jimmy Key - Do you go for it with your power swing, or just try for contact?



Use Game Gear's™ new "Centerfield View" and step up on the mound with six division alignment and 1994 rosters!

## FINISH WHAT THEY STARTED.

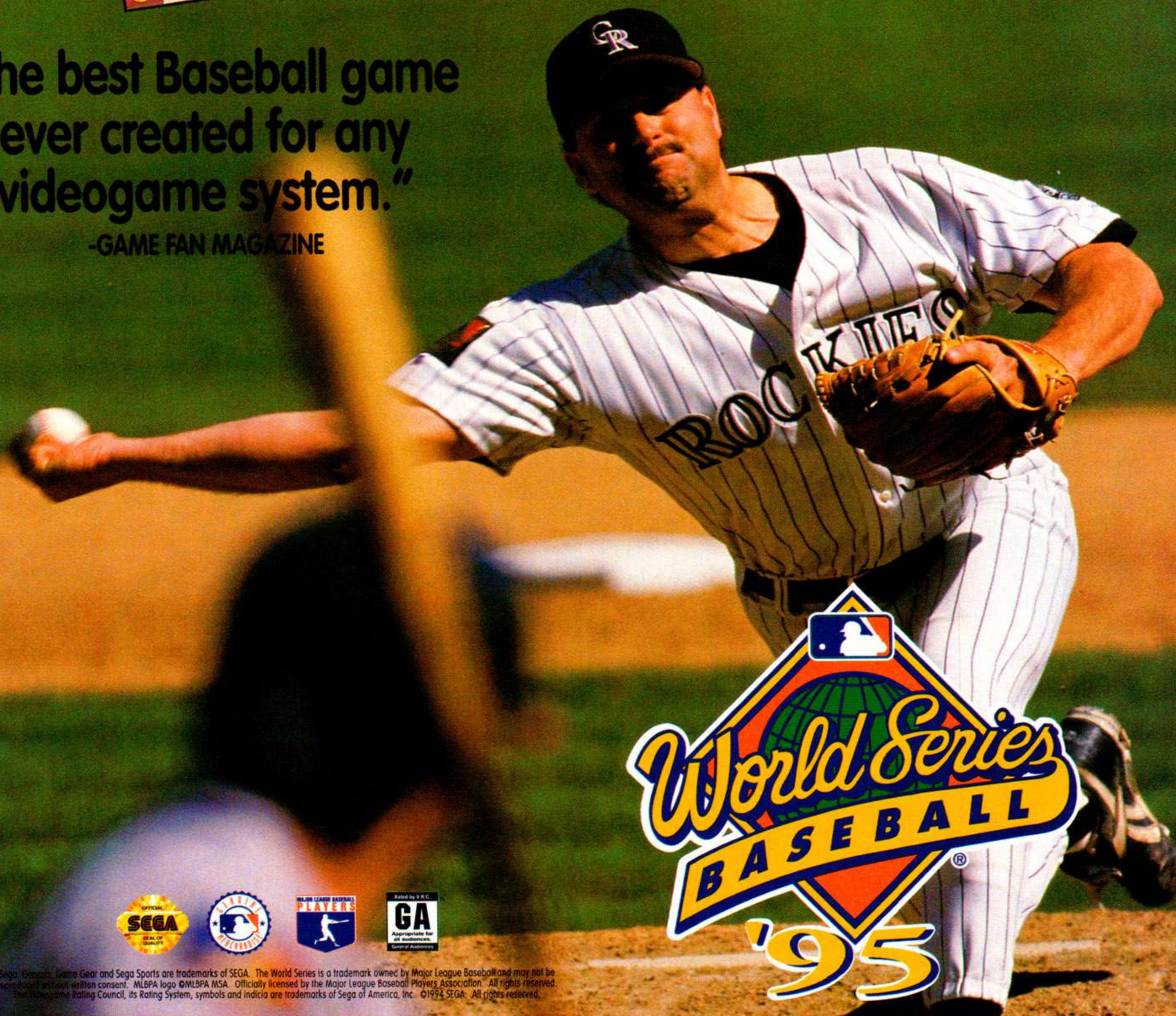
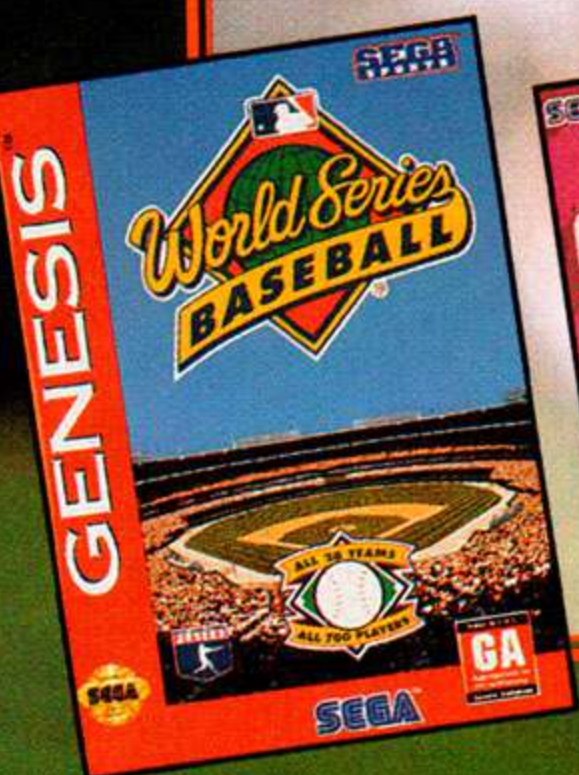
Step into the box - and start hammering away - as you go up against all 28 Major League teams in World Series Baseball! 1994 rosters. New six division alignment and playoff structure. All 700 players including Bonds, Bagwell, Maddux, Williams, Canseco, Alomar, McDowell and Mussina. And you're in the center of the action with our incredible new "in the batter's box view," for the most realistic All-American slugfest ever. Nobody pitches 'em like Sega Sports™. Oh doctor!



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"The best Baseball game ever created for any videogame system."

-GAME FAN MAGAZINE



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SO REAL YOU'LL FO

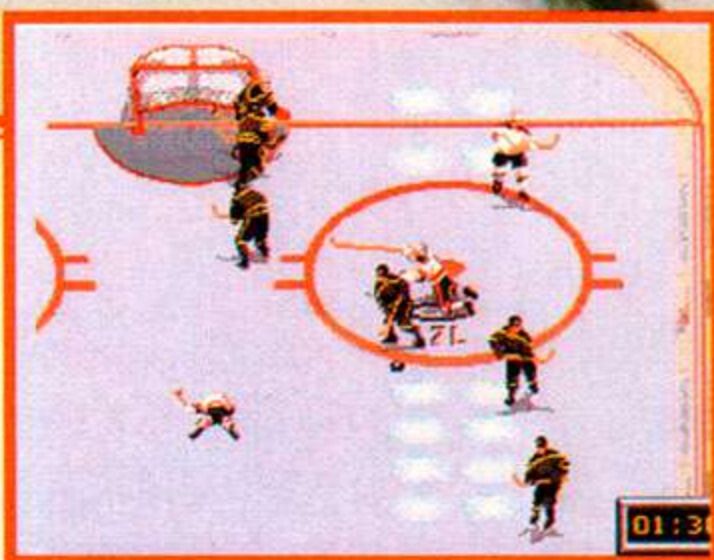
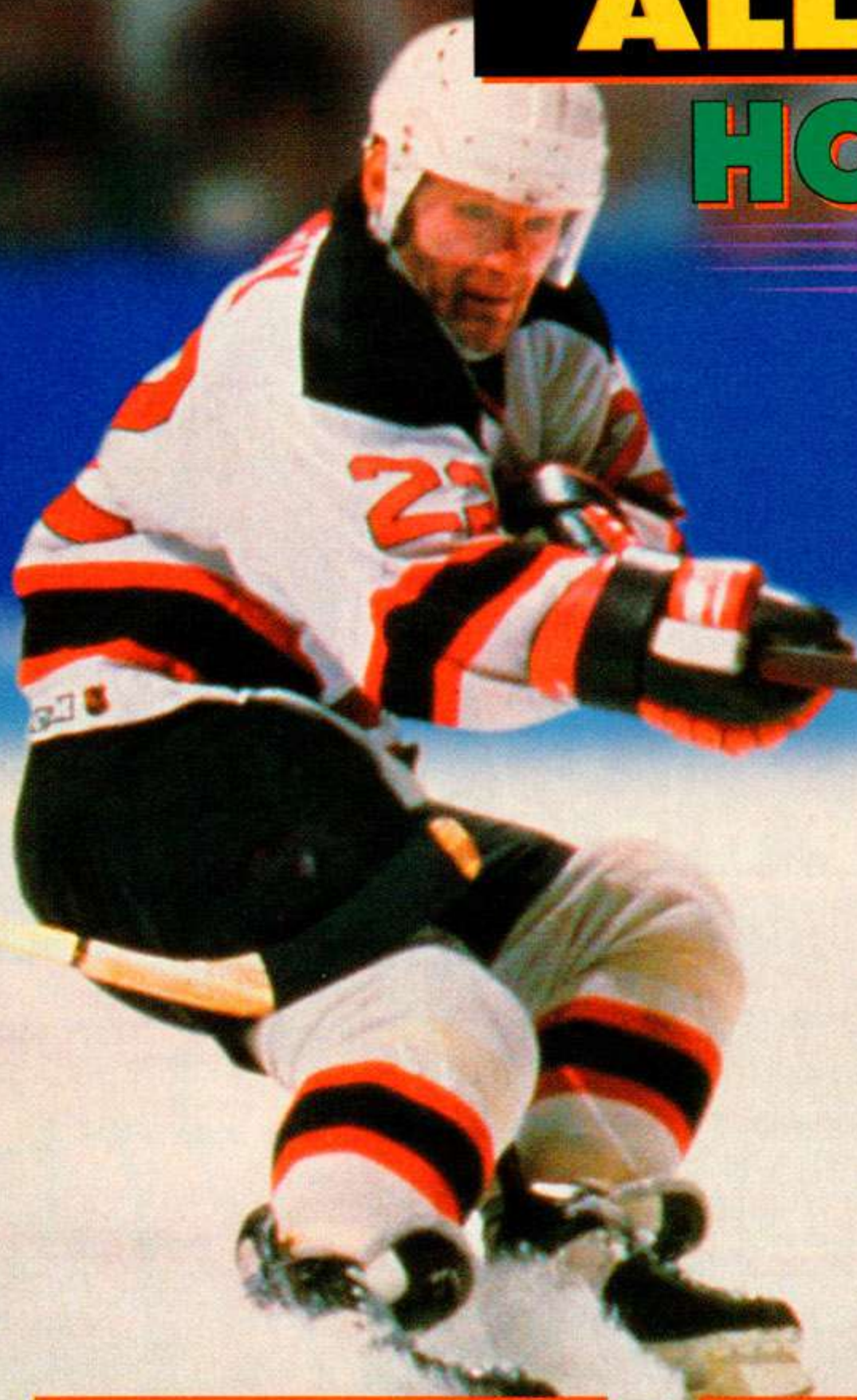


# NHL

## ALL-STAR

# HOCKEY

95



Crushing check! Over 1,000 animated frames including slap shots, wrist shots and 14 different goalie animations!



Fedorov unloads against the Rangers! All 650 NHL players are here - and you select automatic or manual goalie control!



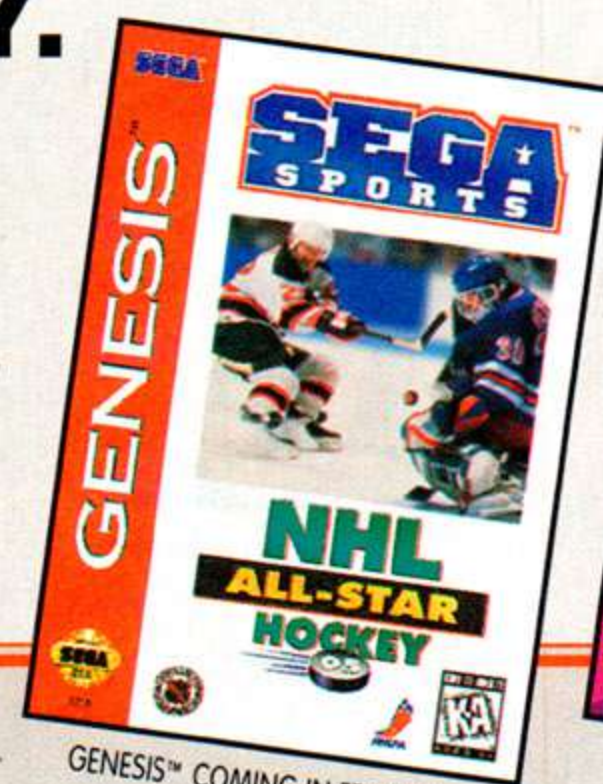
Game Gear™ gives you all 26 NHL teams - and all real NHL players for seasonal play straight through the Stanley Cup Finals!

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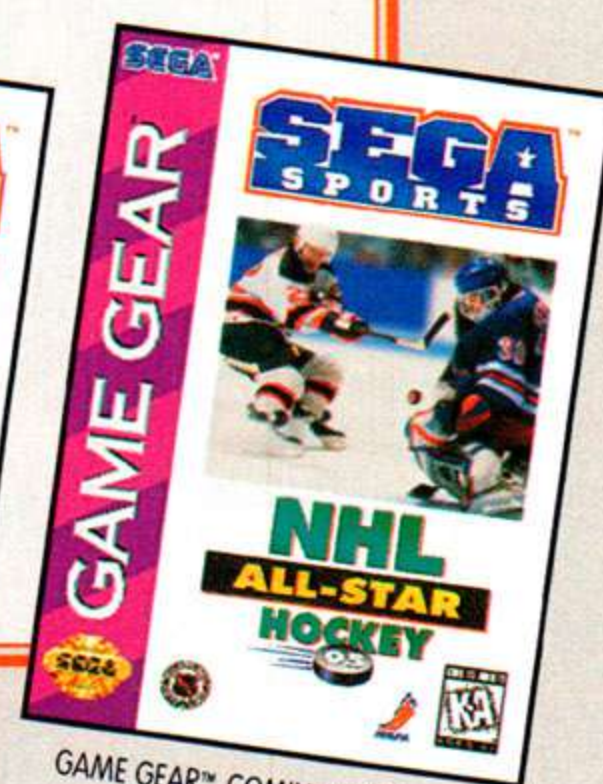
Skate your way to Stanley Cup® glory with all-new All-Star Hockey! Play with all 26 NHL® teams and all 650 NHL Players including Gretzky, Messier, Yzerman, Jagr, Lindros, Hull, Irbe, Chelios and more! Real ice-action is here too with line changes, "speed bursts", instant replays, cross-checks - with a battery that tracks season standings & stats, sampled sound effects and color commentary from Marv Albert, voice of the NY Rangers. It's as real as it gets - and it's only from Sega Sports™!

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# FORGET IT'S A GAME





David Robinson welcomes you to the neighborhood and slams one down! Over 14 different rim-rattling jams!



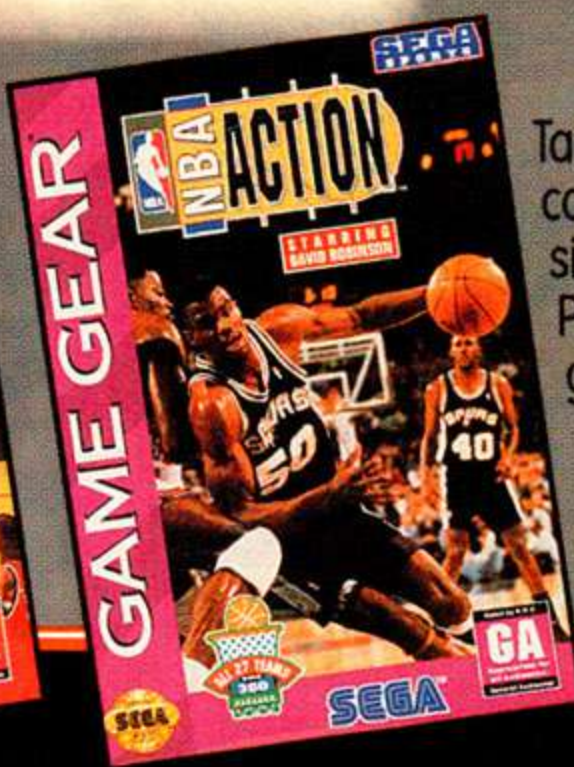
Reggie Miller launches one from downtown! Play him head-to-head against Jerry West or Pistol Pete Maravich with the Hall Of Fame option!



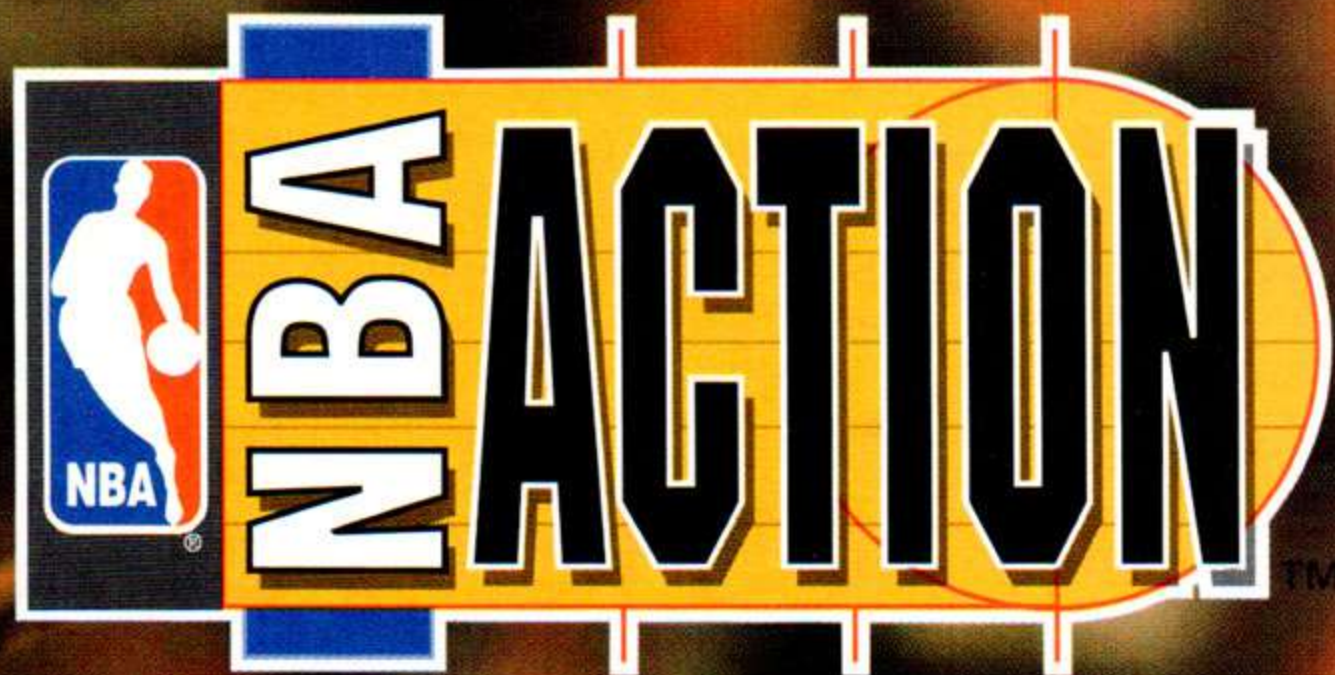
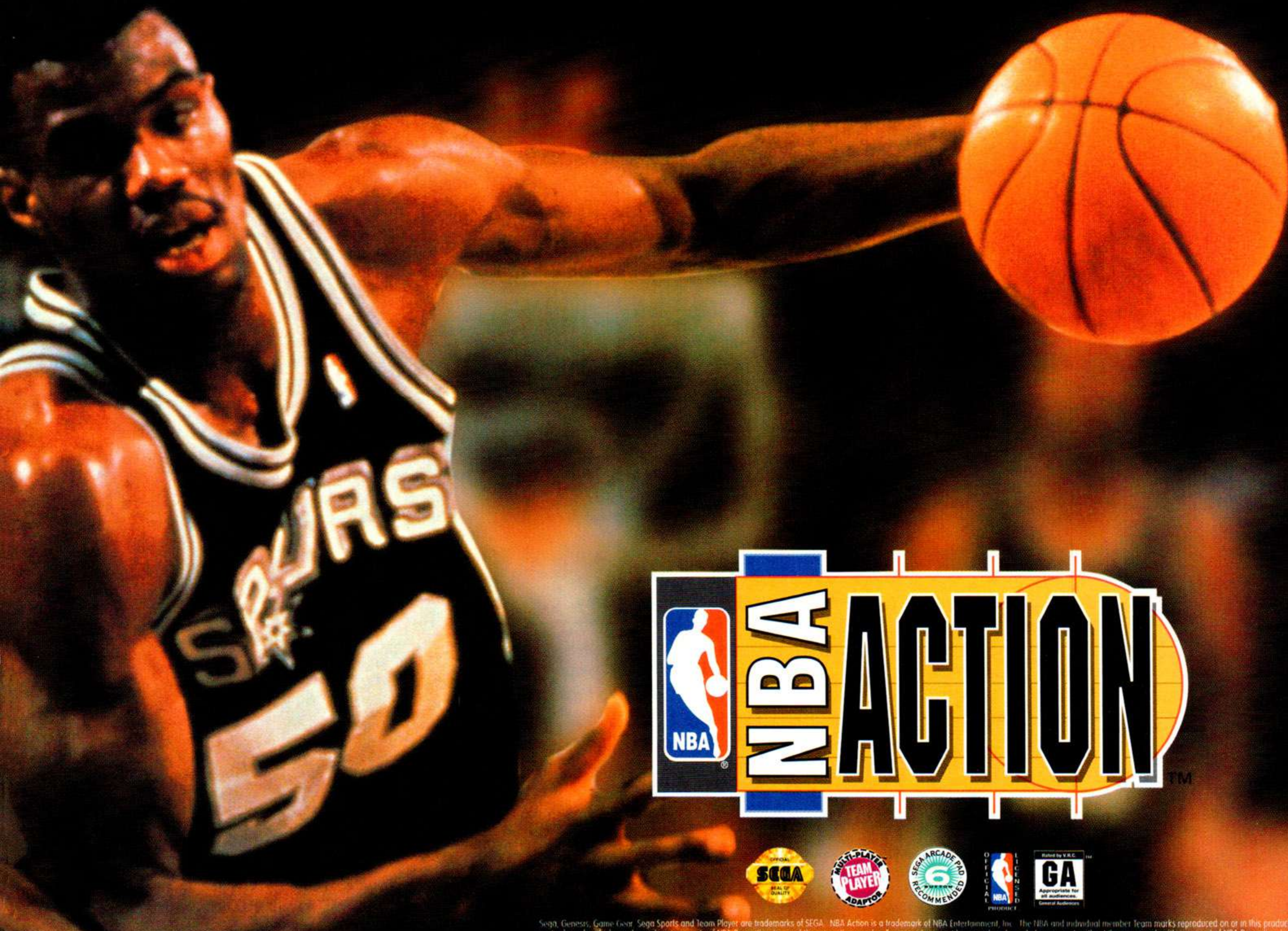
YES! NBC's Marv Albert calls the game and provides expert commentary for real NBA action at its finest!

## TAKE IT TO THE HOLE.

Take your case for the NBA Championship to a higher court with all 27 NBA teams, color commentary and real digitized graphics that let you run, shoot and rebound right alongside all your favorite players, including Ewing, Olajuwon, Webber, Pippen and more! Plus an exclusive Hall Of Fame option that lets you play with 30 of basketball's all-time greats on three different teams. It's nothing but net...and it's nowhere but Sega Sports™!



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- ★ Race for #1 Ranking
- ★ National Championship Tournament

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- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors

- ★ 32 National Powers



Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



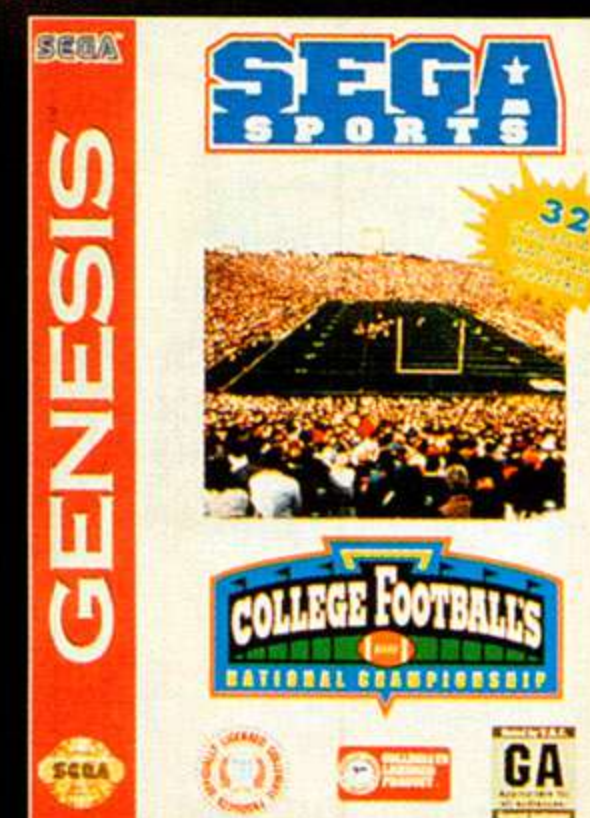
Nail 'em again! Michigan makes its move against Nebraska--and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



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meant to be played -  
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# 'Maniac Moves

Each character has different skills for different occasions.

Dot blows kisses to smite foes into submission. Works, too.



Yakko's biggest asset is his ability to push and pull crates.



Wakko's hammer can light cannons, smash rocks, or knock noggins.

→ The game play is excellent, and centers around more action-oriented challenges than the Genesis version. Each level offers something new, and the graphics look just like the show! And who can forget that snappy *Animaniacs* theme song? You only have to hear it once and you take it to your grave!

In short, a very cool game from a very cool show. Definitely pick this one up and give it a try, and if you haven't seen the

SNES

## GENESIS info

GENRE	action
PLAYERS	1
LEVELS	6 + sub-levels
DIFFICULTY	SNES: avg, Gen: 3 settings
SAVE FEATURE	password
MEGS	8



Dracula is just one of the many bosses that stand in your way. Luckily, he's kind of sweet on little Dot...



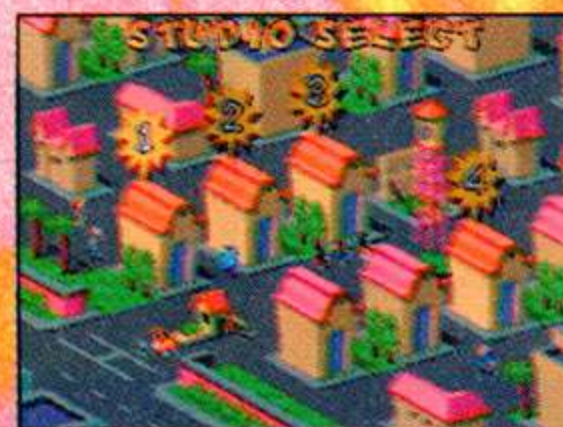
show, give it a look, too. If getting home early enough is a problem, just tell your teacher or boss that your good pal Chris Slate said it was okay to leave early. Works every time.

In the Genesis version of *Animaniacs*, our heroes decide that it would be fun to collect pop memorabilia from various sets around the Warner Bros. movie lot. After once again escaping from the water tower, they begin to wreak their special brand of havoc in their search for Dirk Rugged's hat, Dume Ryder's mask, and more.

The action in this version of *Animaniacs* has much more strategy involved. Every few steps you need to



That rotten security guard just doesn't give up! He tags along, causing trouble in every stage.



You can play the levels in any order, but three is the hardest.

switch characters to operate equipment, disperse enemies, or move items. There's plenty of dodge-'n'-jump action, too, but brains are needed more than brawn.

The graphics aren't as good as the SNES version, and the music lacks that sizzlin' SNES sound chip, but in the end it doesn't matter much. The game play is fine, and the puzzle-oriented stages don't really rely on those things anyway.

Older players may find the tougher challenges a little harder to blast through, but younger players should definitely prefer the dazzling graphics and simpler play on the SNES. If you've got both systems, it's worth getting them both. Since they're two totally different games, you just get twice the action. **GP**

## RATINGS

### GRAPHICS

- 7** ↑ This Genesis game has above-average looks, but...  
↓ ...the characters are smaller than in the SNES version.

### MUSIC & SOUND FX

- 8** ↑ The Genesis sound chip tries its hardest, and still produces some good tunes.  
↑ When you're dealing with a song as cool as *Animaniacs*, how can you miss?

### BELLS & WHISTLES

- 9** ↑ There's more hidden stuff than the SNES version.  
↑ Also more strategy. Each level offers a variety of puzzles and challenges.

### CONTROL

- 8** ↑ Most moves are smooth and easy. Attacks are a cinch...  
↓ ...but switching characters could get you caught in a pinch.

### REPLAY VALUE

- 8** ↑ Each level is challenging for both action addicts and puzzle pros...  
↓ ...but there really aren't that many stages overall.

OVERALL

83%



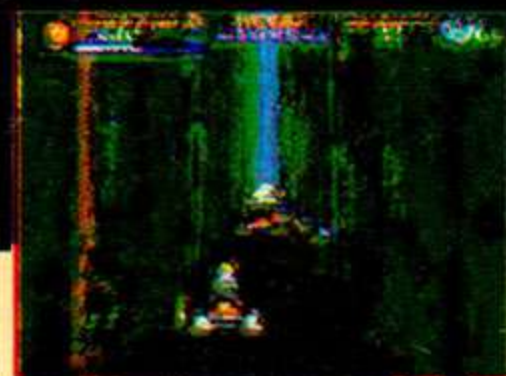
# FACE YOUR DESTINY.



This time it's going to take Luke, Chewie, Solo, Wicket and Leia to crush the Empire—once and for all.



Mode 7 graphics will have you bug-eyed and screaming for more—all the way to the Death Star!



Enlist now, see the Galaxy: Jabba's Palace, rancor's pit, the Emperor's Tower, even the forest of Endor!



Come face-to-face with the darkest of the dark side, from Jabba the Hutt to the Emperor himself.



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THE SECOND TIME, THEY WON.

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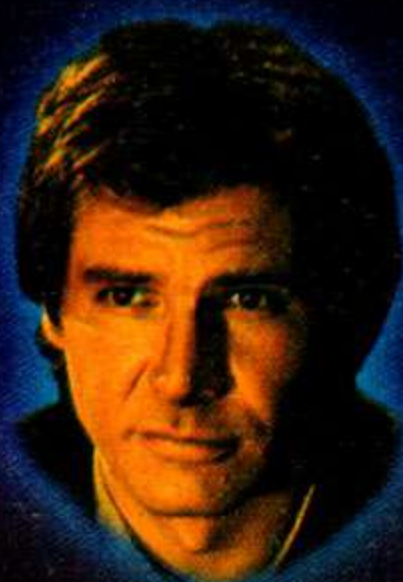
What you are about to experience will either destroy  
you—or make you a hero.



Vader. Jabba. The rancor. The Death Star. The  
Emperor (yes, the Emperor!). Mode 7 graphics...  
Your worst nightmare brought to life in a massive,  
16-meg galaxy far, far away.



But don't panic, young Jedi. You get to play five  
different *Star Wars* characters, including Wicket the  
Ewok and Princess Leia. Plus, you've got the Force  
on your side.



Training is over. Prepare to face your destiny!



The only difference is the  
large popcorn and soda. (But  
you wouldn't have time to  
enjoy them anyway!)



He may look cuddly, but  
give him a bow and Wicket  
can skewer stormtroopers  
with the best of them.



3800 Barham Blvd., Suite 305  
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# STAR FLEET ACADEMY

**Publisher & Developer:** Interplay • now available • \$60-65



Since he loves to boldly split infinitives as much as the next guy, **Jeff Lundrigan** seems the

perfect choice to enroll in the Starfleet Academy.



**Rotherot**  
Your mission is to find the Kitty Hawk and then return to Starbase 14. The Kitty Hawk was last seen in sector 015.022, you should start your search there.

Your mission exams are administered by Admiral Kirk, himself! You can pay attention to the mission briefing if you want to, but after your first half-dozen simulations, you get the hang of it.



## JOIN THE ACADEMY!

Hey, I wanna be a cadet!  
Can I, huh? Can I?

Welcome to *Starfleet Academy*.  
Aw crapes! I'm late for class!  
Where are my notes? Aaagh! I'm  
back in school — noooooooo!



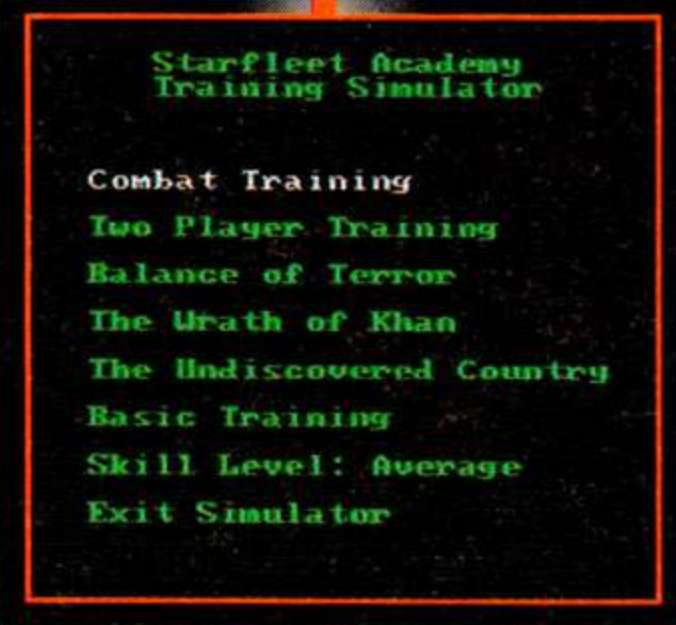
**CLASSROOM:** This is where your instructor doles out the Federation wisdom. It's interesting, but sometimes one lesson contradicts another one given earlier!



**MISSION SIMULATOR:** This is where your exams take place. Hey, where else can you get an A+ in photon torpedo pattern dispersal?



**THE DORM:** Man, I need some sleep. After each mission you come here for passwords. You can also check the computer for *Star Trek* lore.



**TRAINING SIMULATOR:** Blow stuff up without worrying about your GPA. This lets you square off against another player, or take on one of three 'classic' missions.

**T**he idea of enrolling as a cadet in Starfleet seems a natural idea for a game, and this game lets you do just that. Trouble is, it's a good idea that wasn't done very well.

Once you've decided on a name, you can go to classes, hang out with your fellow cadets, and go on simulated missions (your 'exams', which make up the bulk of the game). There's also an option that lets you just practice starship combat (read: forget about the Prime Directive; kick some Klingon butt!), or go on 'classic' missions based on the original *Star Trek* series and movies. →



**THE CADET LOUNGE:** Where you hang out after each exam. Here you can learn about your fellow cadets. Ten cents if you can figure out their life stories before you reach the end of the game.

## SNES info

GENRE	action/strategy
PLAYERS	1
LEVELS	20
DIFFICULTY	adjustable
SAVE FEATURE	password
MEGS	8





## POP QUIZ

You're sitting in a Starship when ten Klingons drop out of warp — what do you do? Let's see... Uh, I'd shoot the hostage.

The biggest problem with the game is that once you've mastered combat, as long as you keep checking with your science and communications officers, and make sure you look up everything in the computer, there's very little way that you can fail on a mission — they're almost all simple no-brainers.



Until, that is, your final exam.

→ The game comes really close to being great, but winds up letting you down too often. Although the ships move pretty well in combat, the graphics in the rest of the game barely look OK. There's a few sub-plots involving your fellow cadets, but the stories are predictable and never affect the game. Worst of all, starship combat is handled dogfight-style, like a jet fighter flight sim.

The missions themselves are a mixed bag. They're supposed to

test your mettle as a Starfleet officer, but none of them are exactly stumpers, and for all the talk you get about 'always try diplomacy' and 'show tolerance for other races,' most missions wind up just being dogfights with the Klingons, the Romulans, the Tholians, or whatever race wants to rule the galaxy this time. Look, there's a battle simulation mode if all you want to do is blow something up. The training missions should have stressed brain power and creativity more. **GP**



The Training Simulator lets you choose from a dozen different ship types and classes, and square off against anyone you'd like to blow up.

## FIGHT ME!

Of course, if you just wanna scrap, there's plenty of different ways to mix it up.

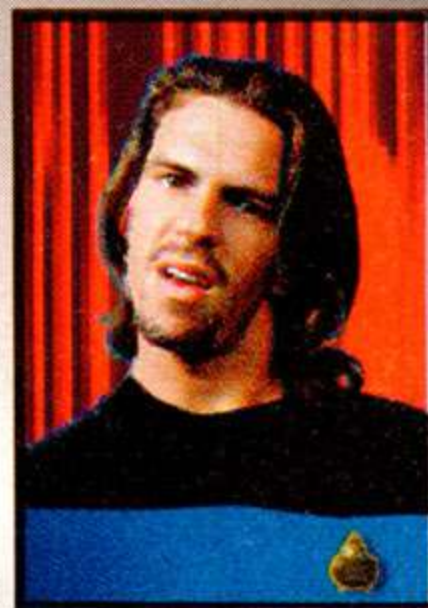
You want to be a Klingon, or how about a Romulan? No sweat, just pick and choose.



There's even a two-player mode so you can zap your best buddy into space-dust.

## A SECOND OPINION

'Dammit Jeff, I'm a doctor, not a star fleet cadet!' With that being said, I took my notes, books, and GPA (which has never been higher than my BAC) to the *Star Fleet Academy*



to learn the ins and outs of being a Star Fleet commander. Action/strategy is the genre of *Star Fleet Academy*, but the action and strategy are both mysteriously absent. *Star Fleet Academy* is a good idea that wasn't done well, however there is still enough good gaming here to give many trekkers a trek-attack. As for the normal gamer, I'd rent this game before boldly purchasing it.

— Mike

## RATINGS

### GRAPHICS

7

- It's impressive that it uses polygon-based ships without an FX chip.
- Still, the rest of it doesn't look as good as it could.

### MUSIC & SOUND FX

8

- The music is nice, and the sound effects remind you of the shows.
- Then again, they just sort of lie there, and don't integrate with what's going on.

### BELLS & WHISTLES

7

- There's a lot of options: combat-only mode, classic missions, etcetera...
- There's only three classic missions, and none of the stories affect the game.

### CONTROL

8

- The controls and menus are laid out well, and the ships steer real easy-like.
- Your mission options are sort of limited, and there's no way to back out.

### REPLAY VALUE

6

- The two-player VS mode for starship combat keeps your interest up.
- The cadet missions are simple — you can beat the thing with little trouble.

OVERALL

75%



# THE LION KING





# SEGA<sup>TM</sup> BRINGS HOME THIS YEAR'S MANE EVENT!

Get your paws on The Lion King Packs  
for SEGA Genesis<sup>®</sup> and Game Gear<sup>®</sup>!



**CAN'T WAIT TO BE KING** - Young Simba jumps, flips and swings his way playfully through the Savannah as he encounters giraffes, rhinos, monkeys and even ostriches.



**BUG TOSS** - Timon drops a delectable assortment of bugs from above while Pumbaa rambles to scarf them up.

**"HAKUNA MATATA...  
IT'S ON SEGAGENESIS  
AND GAME GEAR!"**

Take your place in the Circle of Life with the new Lion King SEGA Genesis and Game Gear Packs! Roar into action first as Simba, the lion cub—then as Simba the adult! Relive the adventure at home with SEGA Genesis, or take the adventure with you on Game Gear, because it goes where you go! Blast through an elephant graveyard, dodge a stampede of raging wildebeest, then journey home to confront the evil Scar and claim your place as king! Features awesome animation, hilarious antics and music inspired by the movie.

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**THE STAMPEDE** - Young Simba must maneuver in and around a charging stampede of wildebeest while also avoiding boulders that appear in the foreground.



**PRIDE ROCK** - In the finale, Adult Simba must defeat his evil Uncle Scar if he wants to regain his birthright and rule the Pridelands.



**SEGA<sup>TM</sup>**



*Virgin*

**Disney**  
SOFTWARE





Publisher: Enix • Developer: Quintet • now available • \$65-70

# ROBO TREK



Playing this game rekindled Doug Brumley's inventive side to the point that we had to confiscate all his Legos and Lincoln Logs.

citizens of Rococo, but you also have to invent the tools to stop them. With the help of the Invention Machine located in your basement, you can build and maintain robots, make inventions, and combine two items into a better (or worse) item.

As you progress through the game, your creative character becomes 'inspired' by reading books and talking to townspeople and, although his I.Q. may be higher than that of the total Rococo population, he couldn't fight his way out of a wet paper bag. So he builds robots to take on the Hackers for him, constantly developing better weapons to help his odds in battle.

**M**ove over Edison. There's a new inventor in town. A young boy has just moved to the town of Rococo on the planet Quintenix with dreams of becoming a great inventor like his father. The boy quickly realizes that the town has been invaded by pirates called Hackers. The Hackers have constructed androids to help carry out their reign of terror, but why?

Not only do you have to determine why the Hackers are terrorizing the



Each battle features a bonus timer. Defeat all the opponents before the clock hits zero and you earn bonus megs (experience).



Once you complete certain tasks, the area which you can explore grows.

## SNES info

GENRE	RPG
PLAYERS	1
LEVELS	n/a
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	12

You can learn to make new inventions by reading the 'Inventor's Friend' at bookshelves you encounter. You can only understand the volumes of the book that are equal to or less than your current level.



Smackey reads "Inventor's Friend Level 1".



Smackey learned how to make Boots 1.



Your key to survival is the Invention Machine. Use it to build and maintain robots, invent or combine items, and program your robots with powerful special attacks for use in battle.

The constant construction and invention of new items adds an interesting twist to what would already be a solid RPG. The game takes you along a fairly linear path and, since there are plenty of hints along the way, *Robo Trek* presents itself as a fun choice for players without much RPG experience. **GP**

## RATINGS

### GRAPHICS

- 8** + Colorful landscapes and cartoon-style characters liven up the game.  
- Many of the icons aren't recognizable without the help of the manual.

### MUSIC & SOUND FX

- 9** + A wonderful soundtrack compliments and enhances the game's happenings.  
+ Realistic door bells and shoes pitter-pattering up steps are nice touches.

### BELLS & WHISTLES

- 8** + You can make plenty of weapon and equipment upgrades.  
+ Charts are included to show what combinations are made by which items.

### CONTROL

- 8** + Controls even allow you to move your character around the screen faster.  
- You can only equip one item at a time so you find yourself changing often.

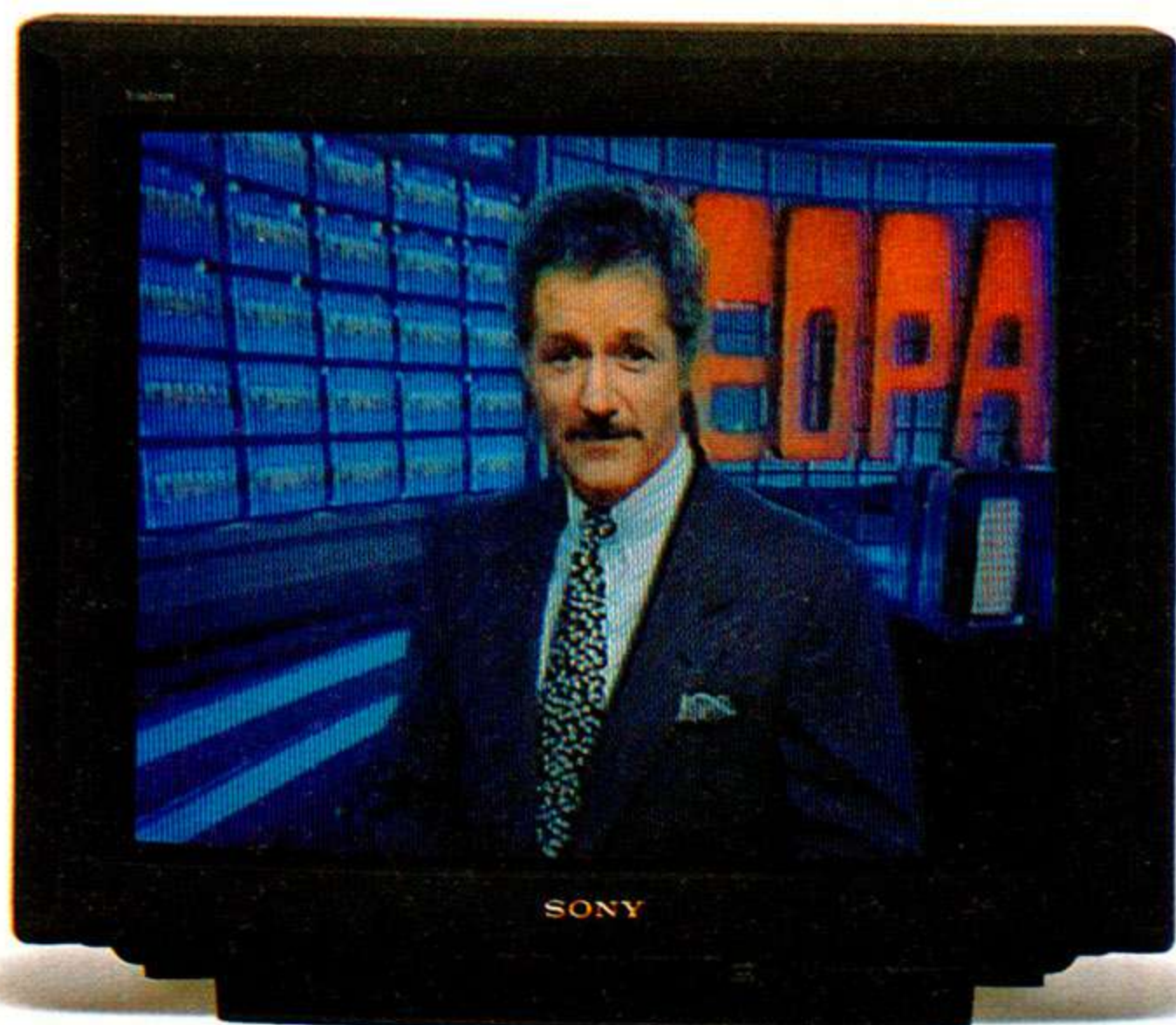
### REPLAY VALUE

- 9** + A high number of inventions and item combinations keep you busy.  
- You'd better save often. Once all your robots are beaten you must start all over.

OVERALL

**83%**





**Impress the nation.**



**Impress your dog.**

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MORE QUESTIONS THAN ANY CARTRIDGE VERSION, SO YOU'LL NEVER PLAY THE SAME GAME TWICE. YOU MAY NOT IMPRESS THE

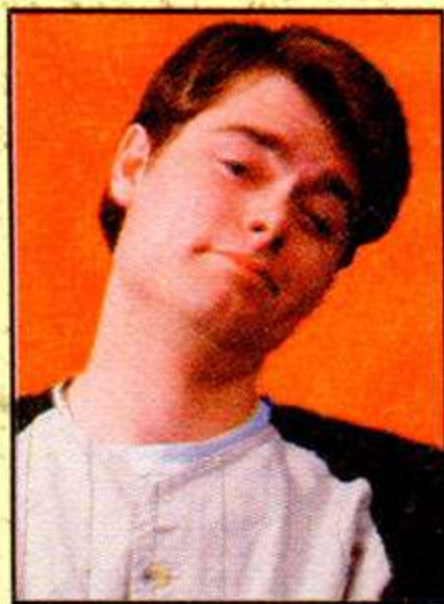
NATION WITH YOUR BRILLIANCE, BUT YOUR DOG WILL LOOK AT YOU WITH A NEWFOUND RESPECT.

*(sure, it's just a game.)*

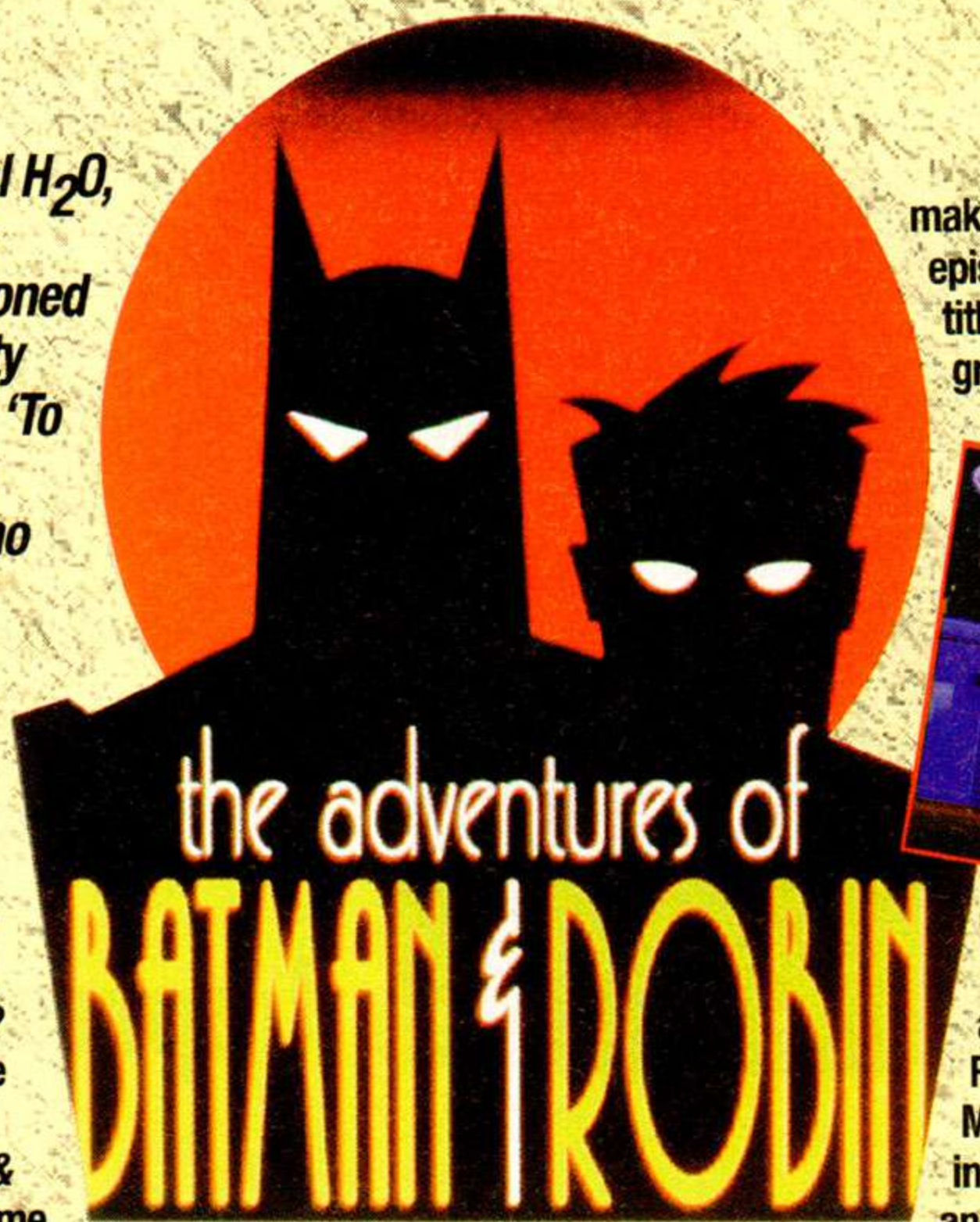


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**'Holy homicidal H<sub>2</sub>O, Batman! Chris Slater has poisoned the Gotham City water supply!' 'To the Batmobile, Robin! We've no time to lose!'**



**W**ith *Batman: The Animated Series* doing better than ever on afternoon TV, it was only a matter of time before the paint and acetate version of the Caped Crusader made his way to 16-bit. And who better to do it than Konami, who handled the breathtaking *Batman Returns* for SNES?

In case you're wondering about the title, the official name of the TV show changed to *The Adventures of Batman & Robin* during the development of the game. Unfortunately, a title change is all it was. Robin still doesn't play a role in the game other than to sic Batman on the bad guys. It would've been nice to control the Boy Wonder in some stages, or in a two-player cooperative mode. Still, this does mark the character's first appearance ever appearance in a video game, so maybe the Dynamic Duo are gonna be re-united in the next *Batman* title.

**Publisher & Developer:** Konami •  
**available December • \$60-65**

The game goes to great lengths to make each stage feel like an individual TV episode, complete with its own show-style title screen. The level structures differ greatly as well. The developers didn't feel the need to toss in hoards of worth-

less 'cannon fodder' bad guys; the game offers other challenges. The first level finds

Batman dueling it out with the Joker atop speeding roller-coaster cars. The Riddler puts you through the Gotham Museum maze in another stage, and during one level you do nothing but chase and fight the Catwoman through the city, with no one else to get in the way.

Sadly, *Batman & Robin* falls short of super-heroic stature. Parts of the game can be frustrating, and Batman's slow movement doesn't help. But if you're a fan of the show, you still can't go wrong with this cart. It does most things right, and it's always fun to don the cape and cowl. Now if we could only get the Adam West *Batman* game... **GP**

## BAT GEAR

Holy suspenders, Batman! These utility belts must weigh 80 pounds!



**Star:** More powerful than the Batarang, but you only have a small supply of these.

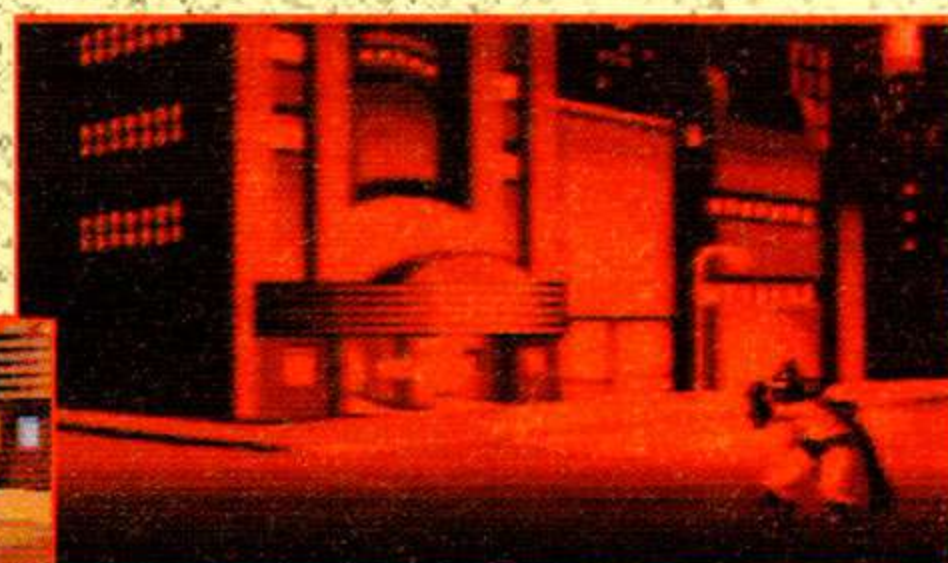
**Grappling Gun:** Cross pits, climb walls, swing past foes, and more!



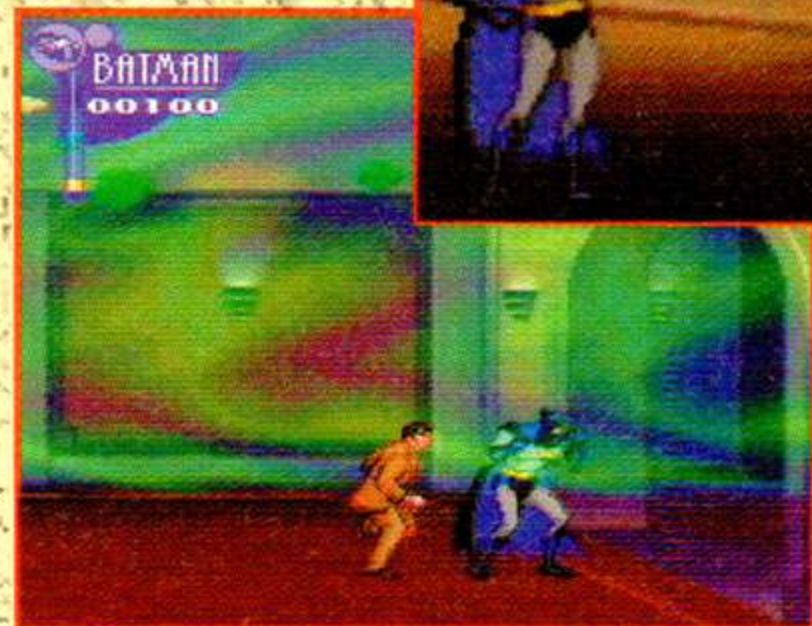
**Plastic Explosive:** Hey, bigger jobs take bigger tools.



**Spray Gun:** A nicer alternative to kicking some guy's face in!



**X-Ray Goggles:** For tackling something that can't normally be seen.



**Gas Mask:** If you don't wear this against the Scarecrow, you're a goner!



**Flashlight:** Lets you see all those nasty traps in the museum.



**Batarang:** Batman's number one weapon. It only stuns, though.



**Smoke Bomb:** A good way to confuse your enemies for a few seconds.

**The Joker** has set a deadly trap for Batman at the amusement park!



**Harley Quinn** just stands there and looks cute for the Joker.



**Poison Ivy** plans to use her mutated plants to destroy humankind!



**The Penguin** has a new toy — a bat-seeking attack helicopter!



**The Catwoman** leads you on a chase across Gotham City's rooftops.



**Two Face** takes on Batman the old-fashioned way — with a gun!





## SNES info

GENRE	action
PLAYERS	1
LEVELS	9
DIFFICULTY	adjustable
SAVE FEATURE	password
MEGS	16

## HOLY SMOOTH ANIMATION!

The characters in the game look and move exactly like they do on TV. Each character uses a large number of frames to give their actions that silky-smooth touch, like in *Aladdin* or *The Lion King*.

I can't attack them, but I can't let them stop me from getting to the Scarecrow! What do I do?

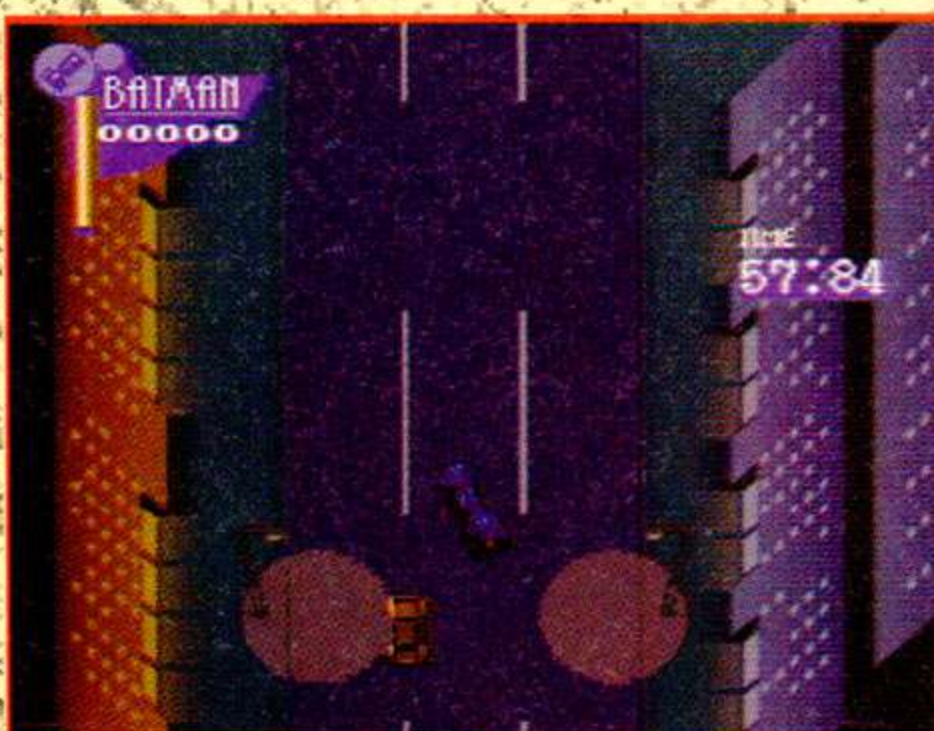
The Scarecrow has used his fear gas to turn innocent citizens against me!



Each mission starts with an intro sequence, which fills you in on the story and gives you clues as to which items you need.

## A SECOND OPINION

This is the way it *should* be done! I'm a big fan of the animated series, and the last thing the world needed was another side-scrolling action game with a licensed character plunked down in it, so it was nice to see the designers go the extra mile and try to make every stage really play like a scene from the show. I wish the characters had been larger, and I really wish they didn't move so slow, but that's nit-picking. This game is major-league cool, no question. — Jeff



There's even a driving stage where you get behind the wheel of the Batmobile to chase after the demented Two-Face.



Robin just gets a few small cameos. Too bad. This is the first ever *Batman* game to use him, and he could've done a lot more.

**The Scarecrow** waits atop a glider. Hope you aren't afraid of heights!



**The Riddler** tests Batman's wits with a tricky maze.



**Clayface** uses his shape-shifting abilities to form deadly weapons.



**Man-Bat** attacks, zooming in and out with Mode 7 effects!



## RATINGS

## GRAPHICS

9

- ◆ All of the characters have smooth, fluid animation.
- ◆ The graphics really capture the look and feel of the show.

## MUSIC &amp; SOUND FX

8

- ◆ The musical score from the show is done very well on the SNES sound chip.
- ◆ However, the sound effects are just average 'punch, punch' material.

## BELLS &amp; WHISTLES

8

- ◆ There are lots of items and weapons to use, giving the game depth in strategy.
- ◆ It would've been cool to control Robin, or given him a bigger role in the game.

## CONTROL

7

- ◆ Special maneuvers are easy to pull off, and switching equipment is a breeze.
- ◆ Batman moves too slow. It's like he's running against the wind.

## REPLAY VALUE

7

- ◆ There are a large number of levels. There's also three different endings.
- ◆ The game has a few rough spots, which can quickly become frustrating.

OVERALL

80%



# You Guys Finally Made It To Sega. What Do You Say?

It's  
about time...  
so chill!

Sounds  
like a sweet  
deal!

Sounds  
great! ...How  
'bout a hug?



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Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.



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Thank you  
very  
much!

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crybabies  
allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

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# PITFALL

## THE MAYAN ADVENTURE



*His short stint in Whippers Anonymous apparently didn't do him a lot of good. Mike Salmon is back on the cat-o-nine-tails and he's getting worse.*

**W**hip in hand, I set out to conquer the evils of the video game world. Last month I whipped the Nazis in *Indiana Jones' Greatest Adventures*. Now I'm back, with my trusty whip and a hankering for some action.

In *Pitfall: The Mayan Adventures*, you're 18-year-old Harry Junior, son of the original Atari 2600 Pitfall Harry character, and you're off to save your father from an evil Mayan spirit. Vault from vine to vine, spring through deep, dark rain forests, carefully search eerie Mayan temples, and rampage through bat-filled mines to reach the realm of the Mayan Warrior Spirit for the final confrontation to save poor Harry Senior. The storyline is nothing new and neither is the side to side jumping and swinging action. However, *Pitfall* does have large characters, rich backgrounds, intense music and several new twists that put *Pitfall* a level up on many games of this kind.

The main challenge of this game isn't fighting off deadly enemies, but trying to bungee, swing, climb, and jump past pits, quicksand, and, of course, the crocodiles.

### HANGIN' WITH HARRY

He's no Indy, but Harry Jr. has a few moves of his own.



Crawling, running, and jumping are essential for any video game hero. Harry Jr. is no different.



What would a *Pitfall* game be without pits and vines to swing from?



Bungee jumping from rubber plants! It's new, it's original, and it's damn fun!



Dope! Being flattened by a tree is all in a day's work for our hero.

The crocodiles are back and now they jump out of the water for a little human flesh.

There are four main bosses that are monotonously tough, and very wearing on your patience. The real thrill to this game is finding your way through each level using exotic rubber plants, walls with springboard tongues, bouncy spider webs, and timing a rise on moving platforms. So if it's a high-action whip 'em game you're looking for, you'd better keep looking.

Although Harry Jr. is one of the biggest side-scrolling heroes ever, he lacks character. He is so large that I expected a face full of expression and personality, but his face is

## RATINGS

### GRAPHICS

- 6** ↓ The Genesis version is just too dark. Couldn't see my hand in front of my face!
- ↓ The big, fuzzy, animated Harry is cute, but still fuzzy.

### MUSIC & SOUND FX

- 8** ↑ There's solid music and attention-getting sound effects.
- ↓ The music gets monotonous and some sounds are inappropriate.

### BELLS & WHISTLES

- 8** ↑ All kinds of intriguing devices, like the rubber plant, make it fun.
- ↓ No password! Why in the hell would they do that?

### CONTROL

- 8** ↑ Harry Sr. never moved like this on the old Atari 2600.
- ↓ Junior's jumping is not real precise, but the Genesis version is a little better.

### REPLAY VALUE

- 7** ↑ Levels that look and play different keep you playing.
- ↓ It's a side-scroller. How many times can you play these?

OVERALL

**77%**



# SNES & GENESIS info

GENRE	action
PLAYERS	1
LEVELS	10
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	16

blank, expressionless, and, on the whole, a little bit fuzzy.

Falling just short on graphics, originality, and action keep *Pitfall* from being the great game it could have been. There is, however, a secret level that contains the original *Pitfall* game, in all its glory. Take a stroll (or a vine swing) down memory lane, for old times' sake. Since the new game is just a technically advanced version of the original, I'm sure you're gonna enjoy the new game as well. **GP**



A killer jaguar that turns into a Mayan spirit is a little different but still lacking.



The killer jaguar is a tough early test, but the pattern is easy, if you're patient.

## A SECOND OPINION

*Pitfall* is a good game, but it isn't anything new. The smooth animation is nice, but it's a gimmick that's been done to death. The rest of the game is the usual platform fare, leaving this *Pitfall* a lot less memorable than its trend-setting ancestor.

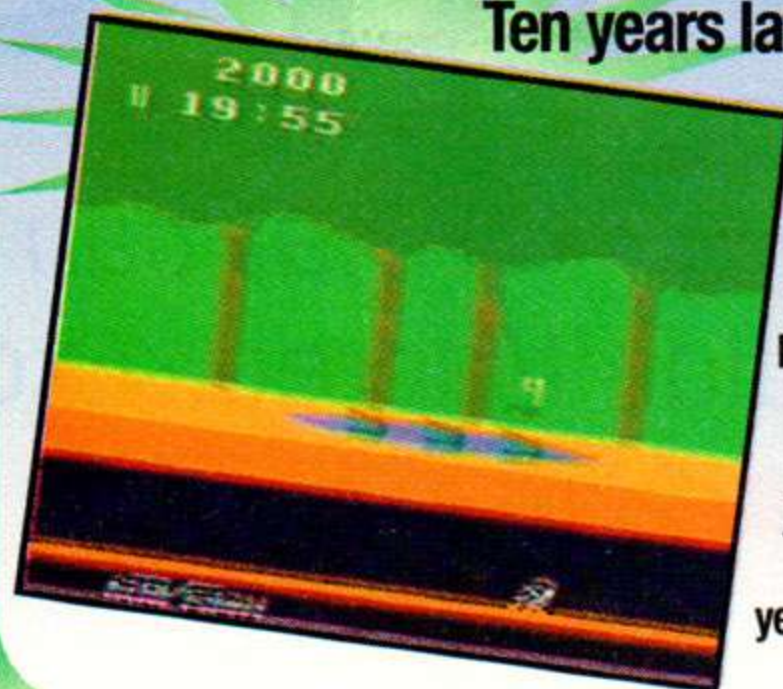
On the other hand, the new weapons are a nice addition, and the ability to play the original *Pitfall* is an extremely cool touch. The game is okay while it lasts, but there's nothing special to keep you coming back for more.

— Chris



## HOW FAR WE'VE COME!

Ten years later, look what we've done!



The original *Pitfall*. Harry Sr. jumping over pits, swinging from vines and looking awfully old.

The new *Pitfall* shows just how far the technology has gone in only 10 years. What does the future hold for *Pitfall* 2004?



## MEET THE BOSSES!

If you're looking for tough and varied bosses, don't look here!



Two killer jaguars! Ooh, now we're getting creative.

## RATINGS

### GRAPHICS

- 7** + Detailed animation gives Harry Jr. plenty of different moves.  
- Characters are bigger but aren't as sharp as other similar games.

### MUSIC & SOUND FX

- 8** + There is some cool jungle beat music to tap your toe to.  
- There's not much variation; all of the music sounds similar.

### BELLS & WHISTLES

- 8** + It's got a wide variety of levels and you can play the original *Pitfall*.  
- No save feature keeps it challenging and frustrating.

### CONTROL

- 7** + Climbing, swinging, and crawling are made easy, unlike many games.  
- Jumping isn't precise, making the crocodile jumping a pain.

### REPLAY VALUE

- 7** + Without a save feature it could take you a while to get through...  
- ...if you're patient enough to keep playing the first levels over and over.

**OVERALL 78%**



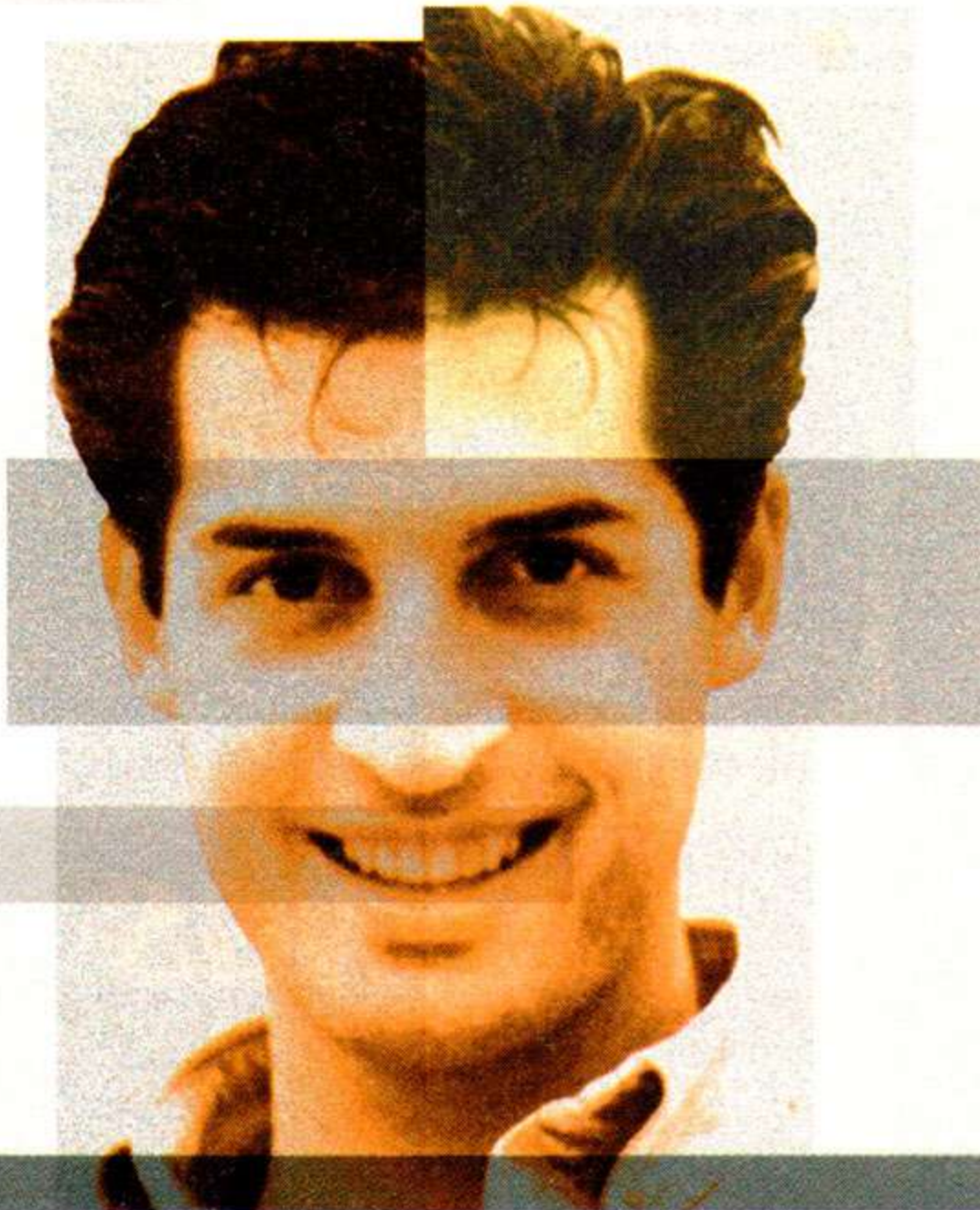
The Mayan spirit warrior is tough, and is the only real boss in the game.



# The EXPERTS

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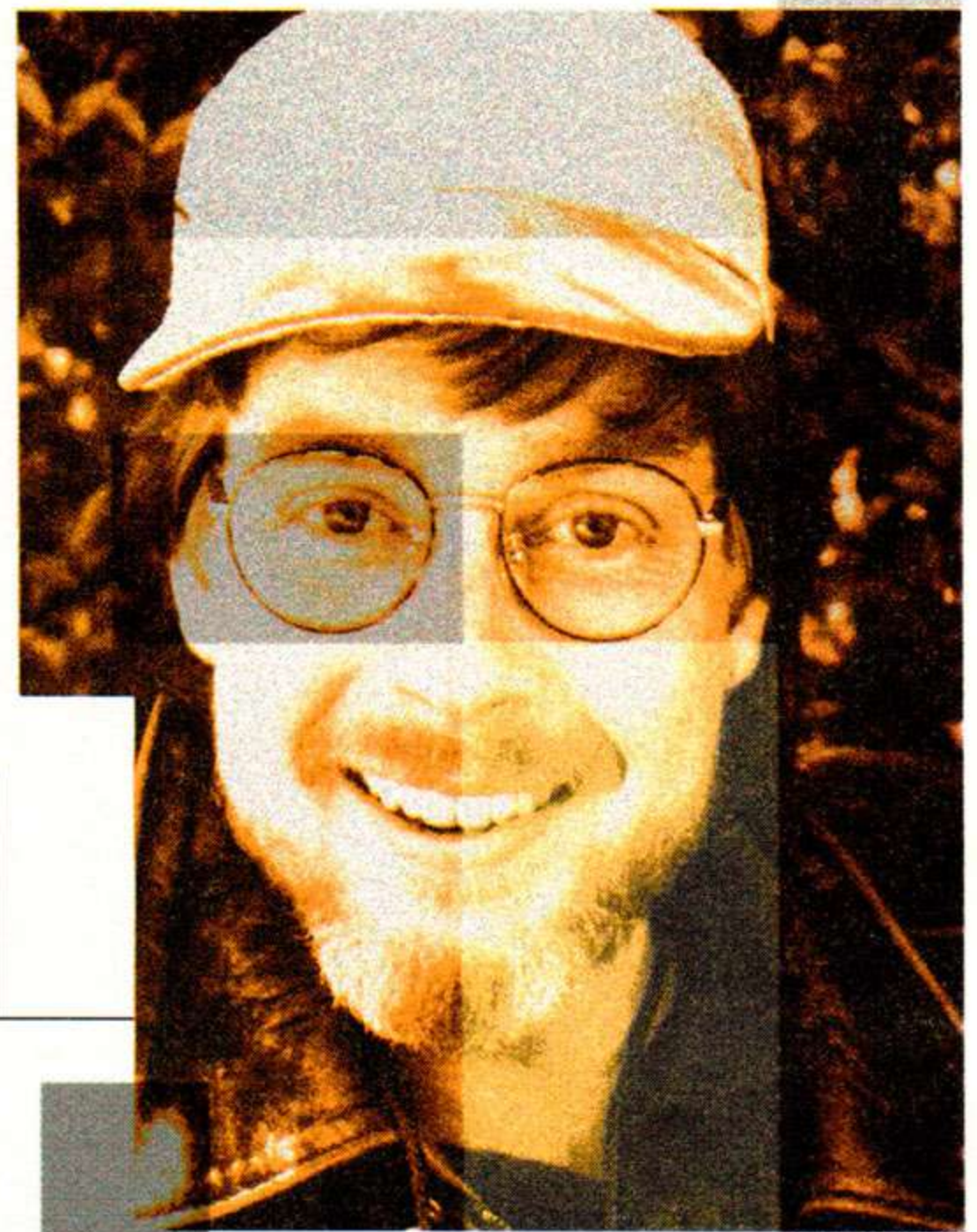


**DAVID PERRY**

President, Shiny Entertainment  
(the guy who brought *Earthworm Jim* to life)

**Essentials:**

1. goodness
2. kindness
3. sincerity
4. the word "shiny"
5. Swiss bank accounts
6. peace and quiet to read  
**NEXT GENERATION**

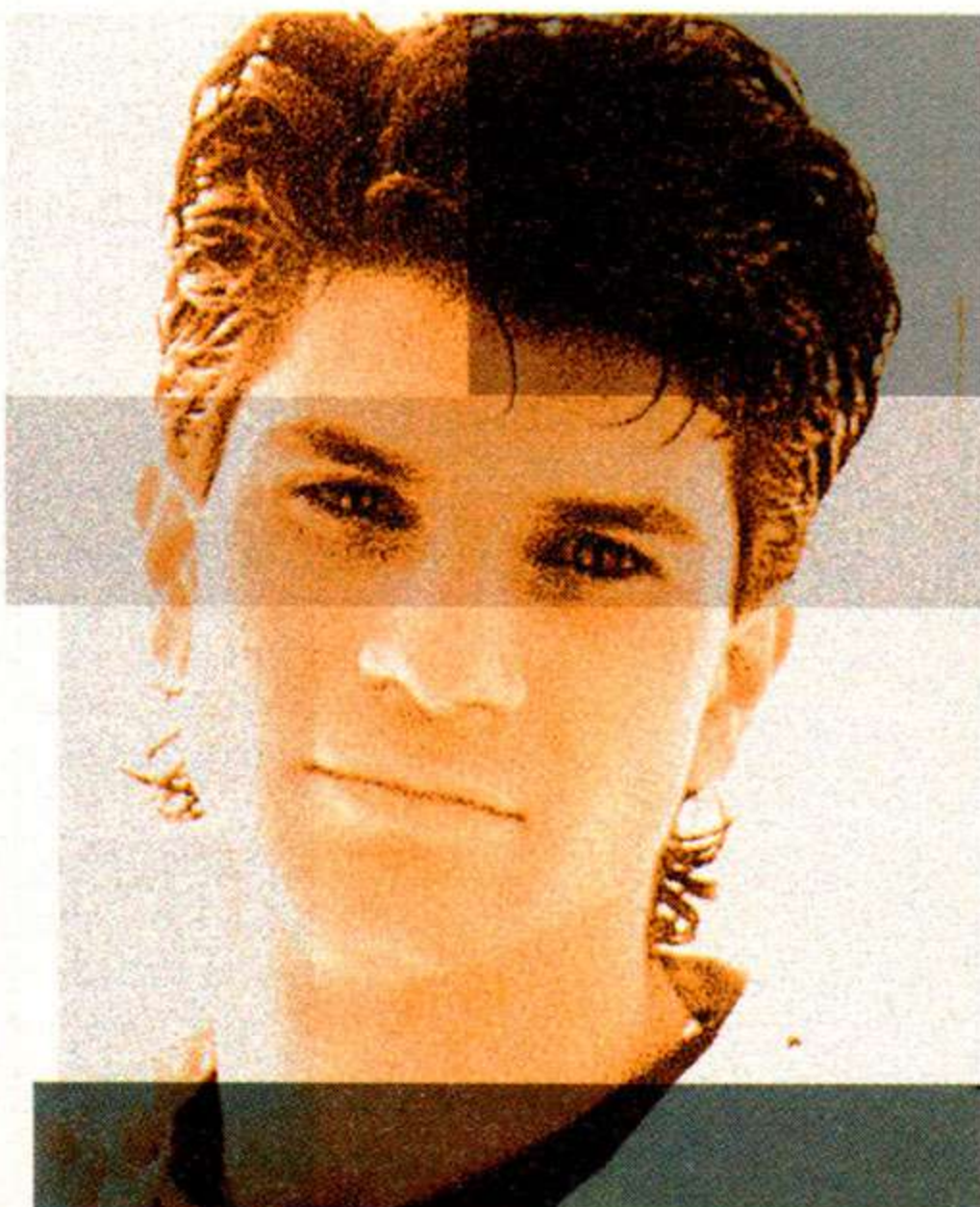


**JOHN MANLEY**

Game Director, Electronic Arts  
(producer of *Jungle Strike* and *Urban Strike*)

**Essentials:**

1. good friends
2. major motion pictures
3. the freedom to be creative
4. the ability to laugh
5. the cutting edge  
product reviews in  
**NEXT GENERATION**



**TOMMY TALLARICO**

Director of Music & FX,  
Virgin Interactive Entertainment  
(winner of 9 awards for his videogame music)

**Essentials:**

1. baby grand piano
2. ripped jeans
3. Van Halen
4. tea, towels, and digital watches
5. **NEXT GENERATION** magazine

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# DISAGREE



## JOE MORICI

**Boss of Capcom USA**

(Ryu and Guile report to him)

## TOM ZITO

**Founder,  
Digital Pictures**

(creator of *Night Trap*  
and *Double Switch*)



### Essentials

1. good Italian cuisine
2. my Mercedes Benz 300SL
3. my beautiful wife Cindy and two children Lauren and Caitlin
4. golf
5. reading **NEXT GENERATION** every month

### Essentials:

1. my 1953 Fender Telecaster
2. red-eye flights to the east coast
3. the Jimmy Thackery CD "Empty Arms Motel"
4. my Motorola Alpha-Numeric pager
5. the ever-insightful Joseph Lieberman (D-CT)
6. a monthly copy of **NEXT GENERATION**



## MARK HIGHAM

**Editor, Game Players**

(boss of the mag you're holding now)

### Essentials

1. my spanking new Mustang convertible
2. sixties-style love-ins
3. monday mornings
4. a copy of Viz
5. a regular copy of **NEXT GENERATION**

...**NEXT Generation** is a new magazine from the makers of *Game Players*. It talks about **Saturn, Ultra 64, Jaguar, PS-X, Sega, Nintendo**, and is regarded as the USA's top authority on the future of videogaming. Available to the public on December 8th. Read it. You'll be in good company.

# NEXT GENERATION





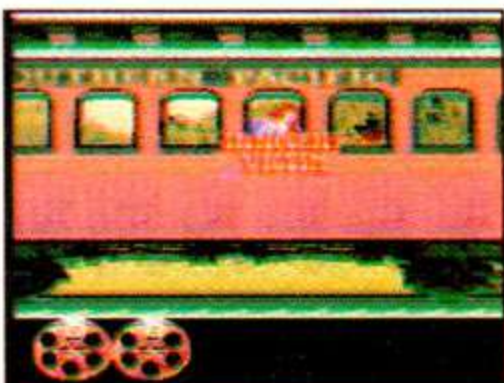
Game Players' own gun enthusiast and all-around armament nut, **Vince Matthews**, takes aim at *Lethal Enforcers II*.

# LETHAL ENFORCERS II

## Gunfighters



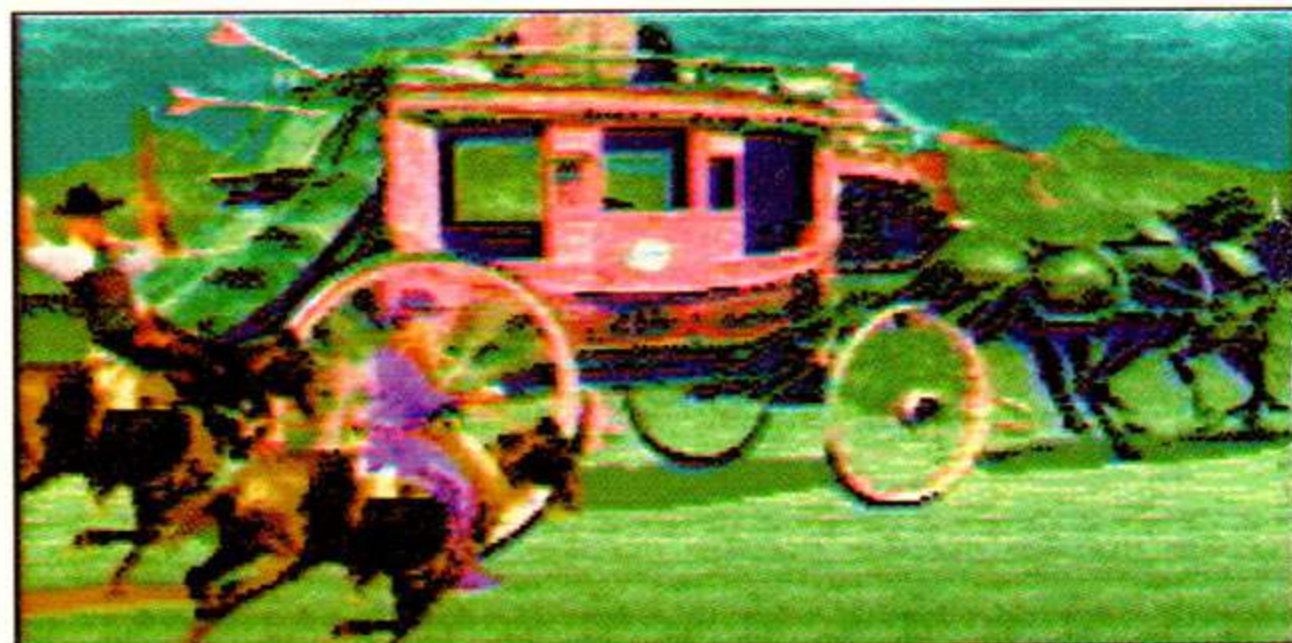
Come out with yer hands up! and if that doesn't work, start shooting.



Watch out for innocent bystanders; they're unarmed and take away from your score if you hit them with a bullet.



Collect icons like this cannon for better weapons.



This stagecoach is loaded with gold, pretty young ladies and barrels of whiskey — save the whiskey.

**D**odge City — hot, dry, and dusty. You stand in the street, tin star on your chest. 'I'm gonna get you, sheriff!', your opponent drawls. With blinding speed, you draw your sixshooter and plug the darn outlaw right between the eyes. Yee-haw!!!

*Lethal Enforcers II: Gunfighters* is the follow-up to the unbelievably successful *Lethal Enforcers*, except this time instead of stopping terrorists in modern day big cities, you must curb a vicious band of outlaws in the Old West.

What's really impressive is Konami's light-gun — the Justifier. It's incredibly accurate, and the software more than takes advantage of it. When you shoot someone in the leg or arm, you only wound 'em, while a

shot to the head or the upper body usually drops 'em in their tracks. My biggest complaint with *Lethal II* is that games like this are too long. Sure, I enjoyed the challenge, but after five rounds, my arm is just screaming in pain and wants to fall off.

If you played and liked the original *Lethal Enforcers* or pointing a gun at a TV is your idea of entertainment, you're gonna enjoy *Lethal Enforcers II*.



*Lethal II* takes you through various locales in the old west. This stop, a saloon just east of the OK Corral.

### GENESIS info

GENRE	shooter
PLAYERS	1 or 2
LEVELS	5
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	16

However, as I'm sure the MA-17 rating reflects, I wouldn't recommend this or the other *Lethal* to a young audience. As light-gun games go, this is probably one of the better titles, but I can't help but wonder what the underlying implications are when we encourage our children to pick up a plastic pistol and kill digitized actors... At any rate, *Lethal II* is a cool game and the NRA is gonna love it. **GP**



Digitized actors, and scenic backgrounds capture the gritty realism of the old west!

## RATINGS

### GRAPHICS

- 6** ▲ For a Genesis game, the graphics are just slightly above average.  
▼ We all know you can't squeeze color out of the limited Genesis palette.

### MUSIC & SOUND FX

- 6** ▲ The sound bits like 'reload' and 'I'm gonna get you sheriff,' certainly are neat.  
▼ I would have liked the option to turn off the music.

### BELLS & WHISTLES

- 4** ▲ You can add a second player, or keep both guns for yourself! Yee-haw!  
▼ There's no target range and the control pad doesn't handle like a gun.

### CONTROL

- 9** ▲ You aren't gonna believe how accurate this handgun is.  
▲ By the way, did I mention how hell-fire awesome that gun is?

### REPLAY VALUE

- 8** ▲ Unless you target shoot, it takes a while to wade through this one.  
▼ Once you've played through it, you're only gonna go back for target practice.

OVERALL

**75%**



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(sure, it's just a game.)

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# ZERO

## The Kamikaze Squirrel

### GENESIS info

GENRE	action/adventure
PLAYERS	1
LEVELS	7
DIFFICULTY	easy
SAVE FEATURE	unlimited continues
MEGS	16



Getting from cloud to cloud is easy when you have wings, but don't forget about gravity!

Zero plays it cool while getting a balloon-assisted takeoff!



Ouch! You've got to land on your feet — not on your face!



*Insomniac Vinny DiMiceli couldn't sleep at all, so he tried counting squirrels. But that just didn't work — he was up all night!*

**T**hat evil Jacques Le Sheets is at it again. He's gonna cut down the forest to make counterfeit money and it appears that Aero the Acro-Bat is on an extended vacation. Is there no one we can turn to? Never fear... Zero, the Kamikaze Squirrel is here and he's gonna save the day! There have been other successful spin-offs in the video game world recently. Just check out *Sonic and Knuckles*. The plucky echidna is now a star in his own right and that's just what the folks at Sunsoft are hoping will happen to Zero, who first appeared in *Aero the Acro-Bat*.

It appears that Zero may just turn out alright! While a lot of spin-offs fail because of lack of originality in game play, that isn't the case here! This game constantly challenges you to learn new and exciting aerial acrobatics in order to survive the game's challenges. If you can't initiate a kick or a swoop quickly enough, you're dead meat. That's what makes this game so good! Once you master a move, the next level challenges you to learn to use it in a different way in order to survive.

So don't think of this game as just a flying *Sonic* gimmick. It's not! The game play is fast and furious, and the aerial moves make it just a little more daring than the famous hedgehog's game. Hey, you can trust me — this one flies! **GP**

This zoom-and-boom dive technique is a must-know to get anywhere in this game.

With a deep breath and a burst, Zero catapults into the heavens!



Walking on air takes a new meaning as Zero uses an air pump to open up a secret room.



## RATINGS

### GRAPHICS

**9**

- ◆ Cartoon-like and picturesque — he's gonna have his own series soon!
- ◆ Check out Zero's expressions as he jumps, flies, and... oops, crashes!

### MUSIC & SOUND FX

**4**

- ◆ The only down point. The music was boring and repetitious.
- ◆ Zero sounds more like a ninja who was just kicked you-know-where!

### BELLS & WHISTLES

**8**

- ◆ Zero's victory dances are as funny as the *Caddyshack* gopher's moves.
- ◆ Unlimited continues are cool, but you always have to start at the beginning.

### CONTROL

**7**

- ◆ Use the training areas to master Zero's flying skills!
- ◆ But it's gonna take you a while to earn your wings!

### REPLAY VALUE

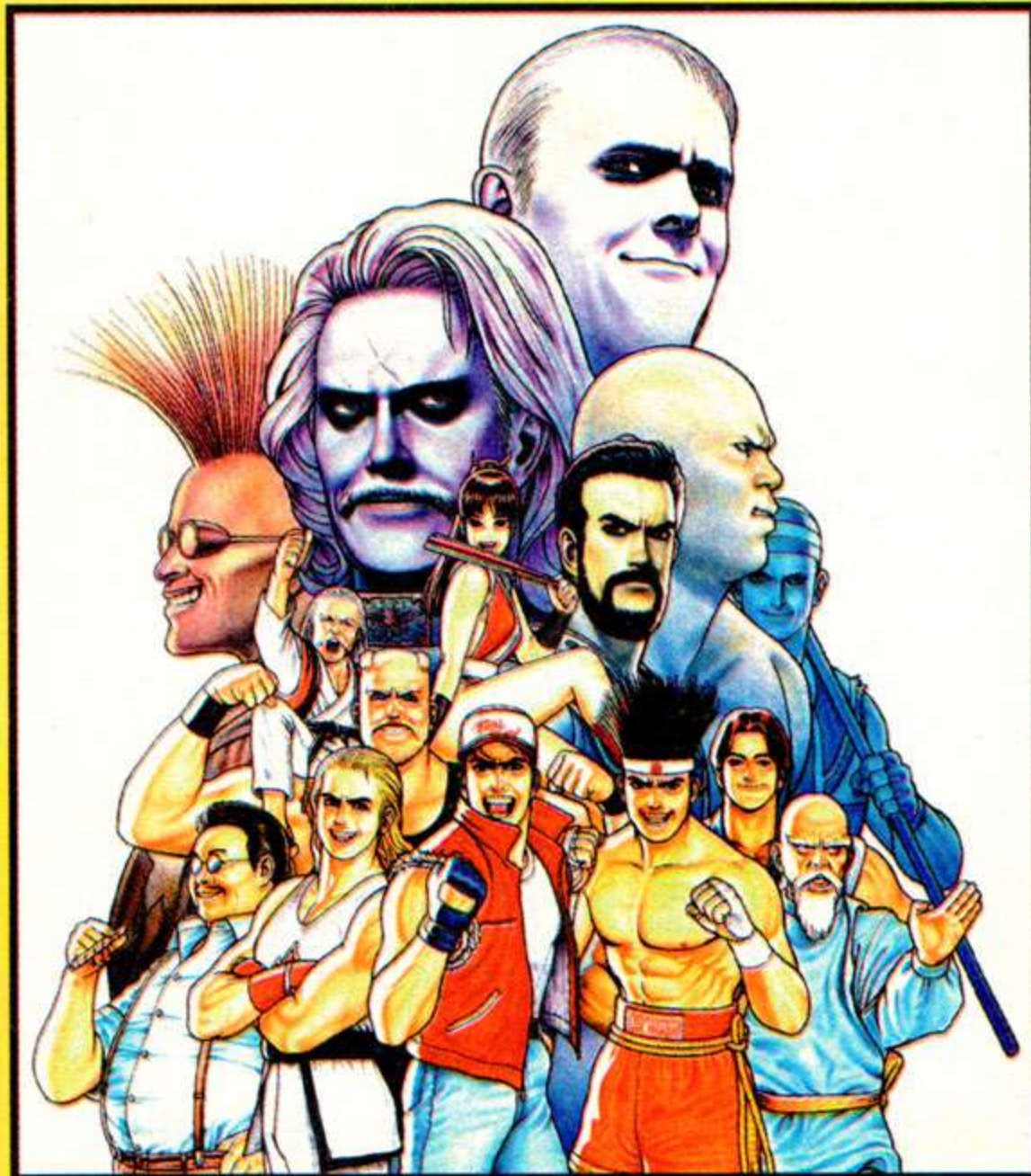
**8**

- ◆ It's easy enough to allow you to enjoy playing it...
- ◆ ...and tough enough to keep you coming back for more!

OVERALL

**82%**





Sure we offer a variety  
of more things BUT, it  
doesn't matter cuz you're  
still gonna get your  
**BUTT KICKED!**

# FATAL FURY SPECIAL



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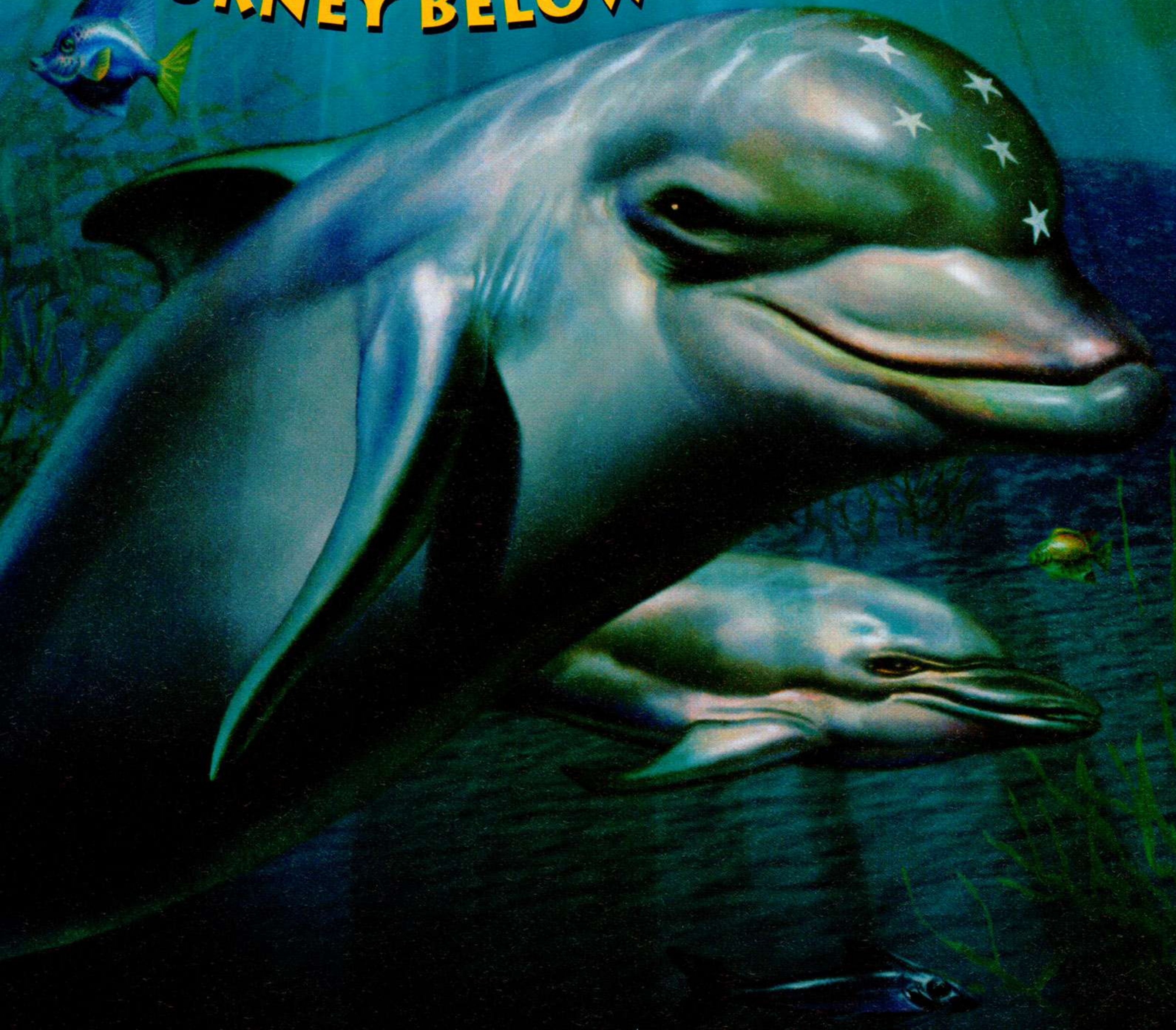
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**DITCH THE WITCH!** Make it past Medusa and her treacherous tentacles to safety—or you may have to start all over again. Now how does that grab ya?



**SHELL OUT!** Peel off the eels without getting that crushing feeling—then get the shell outta there!



**OBEY THE LAW!** Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!

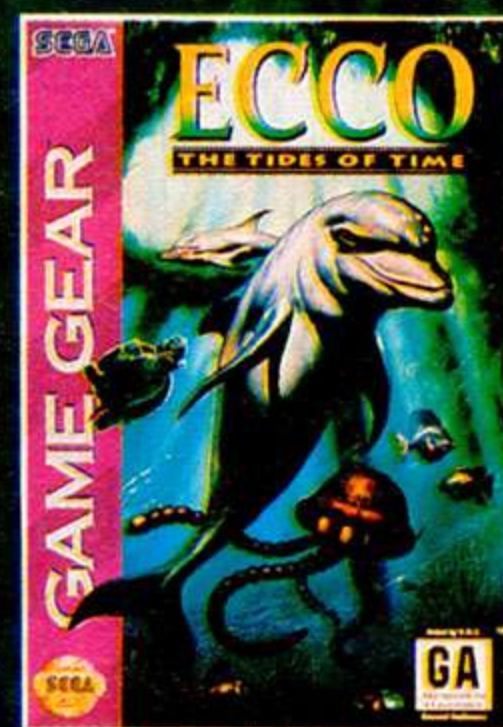
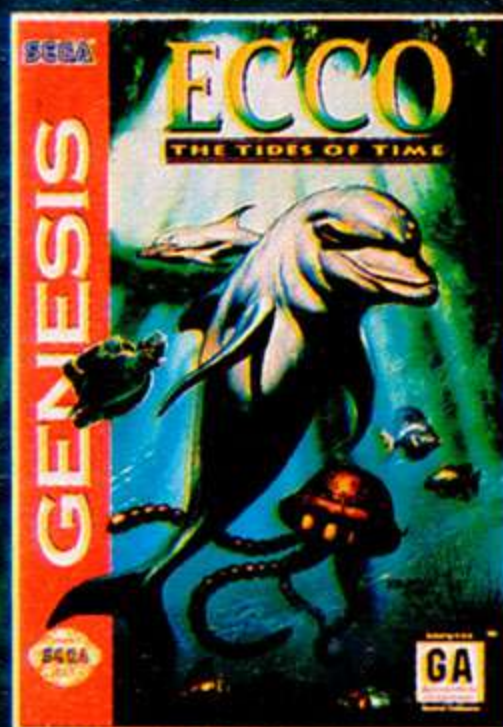


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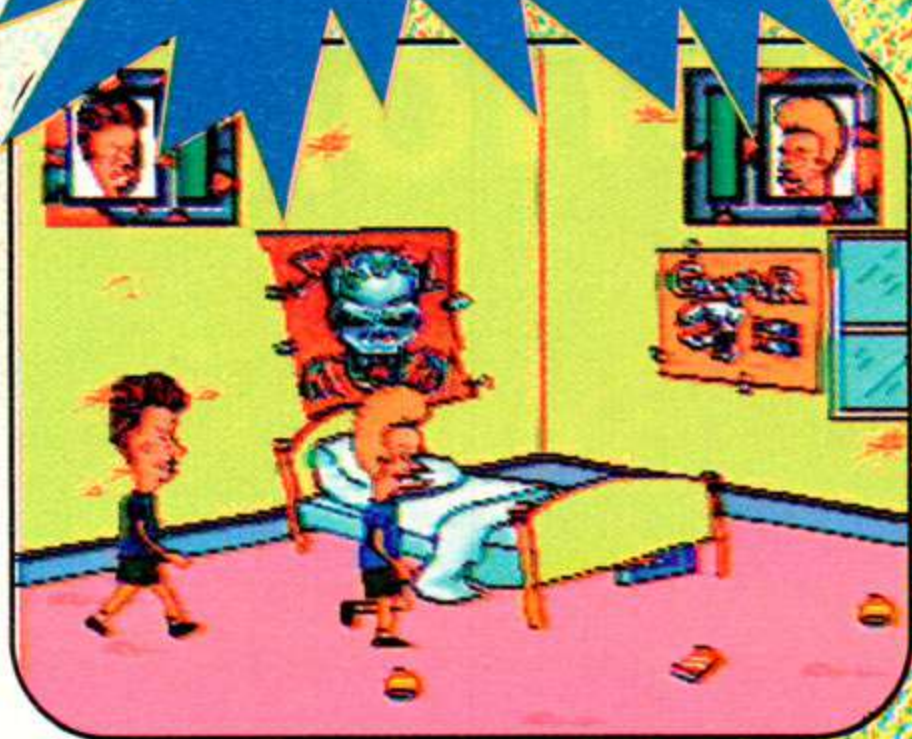


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# THE GENESIS VERSION

'Hey, Beavis, he said Genesis!'



'Hey dude, where are we?' Burger World!

'What's that under the bed, Beavis?' 'I don't know, Butthead, somethin' I need for this stupid game.'

'We're dead, Beavis. At least we don't have to play this game anymore.'



'Excuse me, sir, can you tell me how to get out of this awful game?'

version is more of an adventure game, somewhat like *Maniac Mansion*.

You'd think some pretty funny bits would be derived from the story, but like most licensing efforts, it turns out to be just another game. So which one is better? Well, the Genesis version — which includes the usual 'pull my finger' jokes and other flatulent humor (that are absent in the SNES version) — captures the feeling of the

television show better. But the SNES version looks better and holds together better as a game. Still, I like the Genesis' faithfulness to the gritty, cartoon realism — if such a thing exists — but if I was going to be locked up in a room with one or the other, I'd pick the SNES.



**When Vince Mathews started to ask his fellow workers to pull his finger, they knew exactly what game he was working on!**

Take a pair of highly recognizable characters, toss in a wacky premise (like getting to a rock concert), throw those elements together in a video game and you've got — *Sonic & Knuckles*! Heh, heh, sorry — wrong game. You've got *Beavis and Butt-Head*, Viacom's new action-adventure featuring America's favorite 'knuckle' heads. Both the SNES and Genesis versions follow basically the same storyline. Beavis and Butt-Head try to get into the upcoming GWAR concert. The SNES version is just another side-scroller while the Genesis

## GENESIS & SNES

GENRE	adventure
PLAYERS	1 or 2
LEVELS	5
DIFFICULTY	medium to hard
SAVE FEATURE	password
MEGS	16

## RATINGS

### GRAPHICS

8

- ◆ The animations and disgusting humor are just like in the cartoon.
- ◆ The rich colors look dirty and cool on the Genesis.

### MUSIC & SOUND FX

5

- ◆ The game's music sounds a lot better on the Genesis.
- ◆ There aren't enough sound bites. 'Hey, Beavis, he said bites!'

### BELLS & WHISTLES

5

- ◆ A lot of different items to pick up and some very interesting 'moves'.
- ◆ Again, that about does it for the bells and whistles.

### CONTROL

5

- ◆ Well, when you press the controller you can move Beavis, or Butthead!
- ◆ Lack of control makes this game is very difficult to get into.

### REPLAY VALUE

5

- ◆ Unlike the SNES version, this game gives you more things to do.
- ◆ You're gonna want to turn the game off and the TV back on after a while.

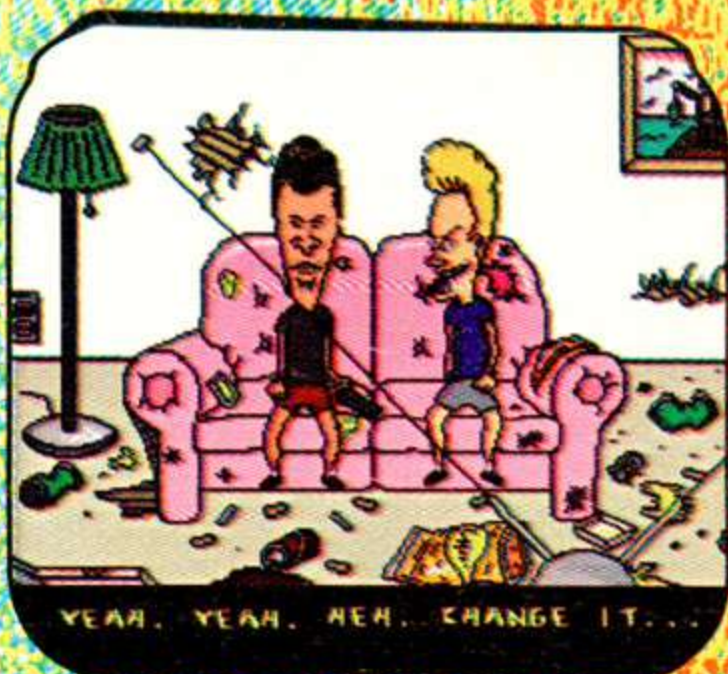
OVERALL

55%

# BEAVIS AND BUTT-HEAD

**Publisher & Developer:** Viacom • now available • SNES \$49.95 Genesis \$59.95





Beavis and Butt-head start on the couch — as they do in every episode.

# THE SNES VERSION

'Yeah, SNES is cool!'  
'Hey, Butt-head, what's a SNES?'

What do you think? The SNES plays and looks better, but all the flatulent humor has been removed! Thanks Nintendo.

Choose your location via your remote control(ler).



What are you fella's runnin' from? Vietnam?



The frog bat, a dangerous weapon in dangerous hands.



In the SNES version, Beavis and Butt-head wander across a 'Butt Fighter' machine, plunk down a quarter and blamo, you're in the game. More cutesy humor like this should have been incorporated into game play.



On the streets of Highland, Beavis and Butt-head are hounded by bulldogs and grandmas.

## RATINGS

### GRAPHICS

- 7** ◆ The animations look just like the cartoon! Nicely done, but very repetitive.  
◆ There could have been more variety and imagination in the backgrounds.

### MUSIC & SOUND FX

- 4** ◆ The music didn't translate as well onto the SNES.  
◆ More sound bites from the show could have been used.

### BELLS & WHISTLES

- 6** ◆ You get a variety of weapons and the couch fishing is funny.  
◆ That about covers the bells and whistles department.

### CONTROL

- 8** ◆ The SNES version plays far better than the Genesis.  
◆ The 'throw Beavis' attack seems to need some work.

### REPLAY VALUE

- 4** ◆ Once you finish the game, you're gonna go back to watch the intro.  
◆ The opening sequence is worth watching about three times.

**OVERALL 71%**

As games go, *Beavis and Butt-head* is pretty average fare — pick up this, kill that. But still, the game doesn't do much of what the show is famous for — which is trendy social satire as seen through the eyes of two slackers. Viacom had a tremendous opportunity to exploit the sheer absurdity of this license, but sadly most of the funny bits are wasted on the opening screens. Fans of the show are gonna love both versions, but be advised: try before you buy. Personally, I think both games play like a rerun. My verdict: change it, dude. **GP**

## A SECOND OPINION

I hate to agree with Vince, but he's mostly right. I'd rank the SNES version lower — it's just a below-average side-scrolling action game with Beavis and Butt-head pasted in — but I'd rate the Genesis version a little higher. It captures the flavor of the show OK and was funnier. In fact, the opening screen, which duplicates the title card from the show and lets you make the two do their signature chuckles by pressing buttons, is more entertaining than anything else in either version.

— Jeff



Heh, heh. You said nutty.

Cool! GVAR!



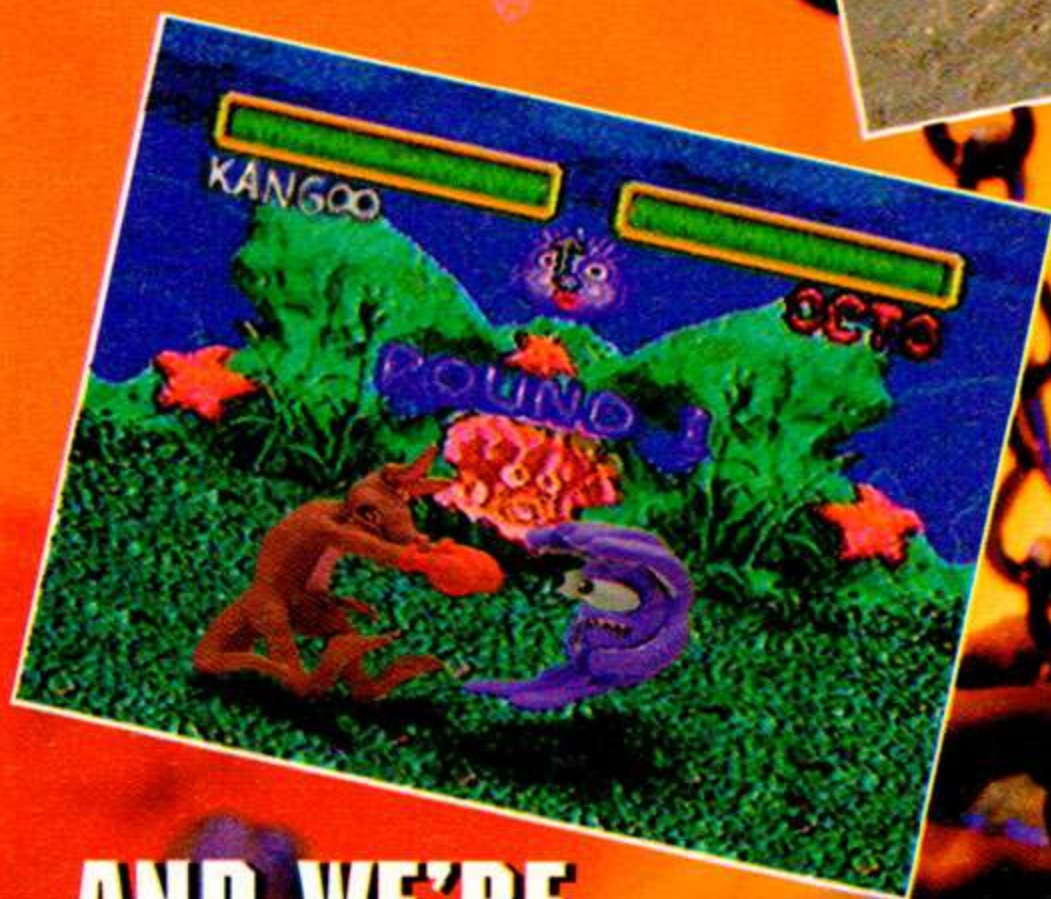
...and so the adventure begins.



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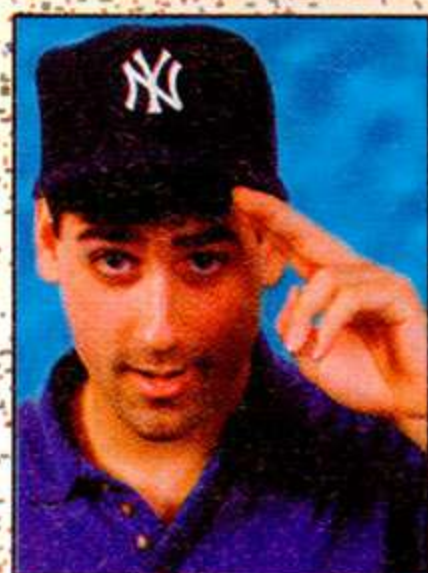
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# RED ZONE



We gave **Vinny DiMiceli** a machine gun and some grenades and strapped him into an Apache attack helicopter. Some hero — all he did was crash!

**C**ommie madmen have decided to wipe out all life on earth! The only hope for the human race is your team of machine

gun totin' commandos and, of course, your death-dealin' Apache helicopter! You oughta be able to kick Commie butt pretty quickly, right?

Wrong! While the story line of *Red Zone* does follow *Urban Strike* to a certain extent, the challenges here are hampered by an overhead game view that makes flying your chopper more hair-raising than any amount of enemy firepower. Your enemies aren't slackers in that respect, either! Be prepared to be blasted from the unfriendly skies by everything from machine guns to SAM missiles. There's also the matter of the Soviet air force, who are totally convinced that the sky is their property and are willing to back up that view with supersonic Mig-21 fighters!

This game will take some time to get the hang of! Until you master the fine art of flyin'



The cockpit view gives you a map that allows you to zoom in on enemy fortifications.



Kill two birds with one stone, er, grenade.



To gain air superiority, you gotta dust this fortified airport! Keep your eyes peeled for Migs!



## GENESIS info

GENRE	action
PLAYERS	1
LEVELS	10
DIFFICULTY	challenging
SAVE FEATURE	password
MEGS	16



Waste the enemy's computer with a virus and beat feet outa there!

Hurry up! Only four seconds until the end of the world!



## RATINGS

### GRAPHICS

**7**

- ◆ The intro scenes are great! The dictator looks a lot like my uncle Benito.
- ◆ The game graphics are nothing to get excited about, though.

### MUSIC & SOUND FX

**8**

- ◆ The opening theme is reminiscent of John Carpenter's *Halloween* theme.
- ◆ The gunshots and explosions won't wake either you or the neighbors.

### BELLS & WHISTLES

**8**

- ◆ The intro, with its music and cast of characters, could be a movie trailer!
- ◆ The password feature is one of the easiest to use I've ever encountered.

### CONTROL

**5**

- ◆ Following the compass can clear up your chopper handling problems.
- ◆ It's difficult to shoot and drop grenades without doing yourself in.

### REPLAY VALUE

**8**

- ◆ You're gonna find yourself playing this challenging game again and again...
- ◆ ...even though you end up getting wasted time and time again.

OVERALL

**80%**



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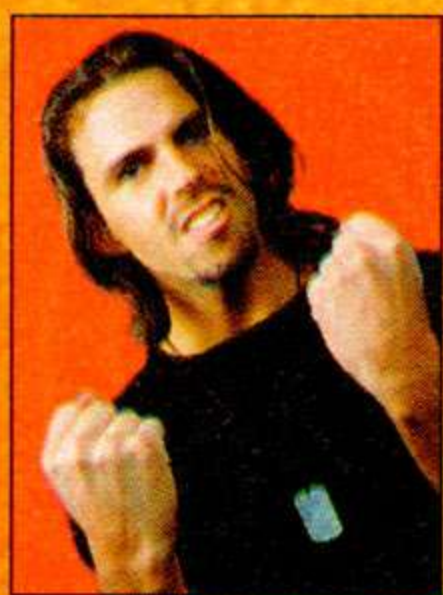


Look for These



# X-Men Mutant Apocalypse

**Publisher & Developer:** Capcom • now available • \$60-70



People laugh at his hideous mutations, but **Mike Salmon** continues his quest for peace, harmony, and plastic surgery.

**O**ur world would be a sad place if the letter X never came to be. It would be a world of no Xerox machines, no saX solos, no aXe-murders, no seX, and no X-Men. I can think of at least two in that list I would miss a great deal! After all, if I didn't have X-Men, I'd be out of work!

In *X-Men*, you take control of five mutant peacekeepers and lead them on

## Gambit



This double kick ends Gambit's massive and potent combo.



His slide-kick keeps the enemy off their toes.

## Meet the Mutants

They're ugly, but they're your friends!



## Beast



The big guy is head over heels when he takes to the ceiling.



Use the beast bounce to stomp on tough bosses like Sentinel.

## Cyclops



The optic blast in the air, crouching, or standing. Anyway it's done, it destroys all in its path.

## Psylocke



Psylocke's slide-kick chops the enemy to the ground.



This psychic knife cuts through the enemy, causing severe damage.



Omega Red shows Gambit some of his nastier mutant moves.



The high card attack is the only way to down this chopper.



The berserker is the hardest move to execute, but also the most effective.



The running claw puts a hole in the enemy forces.

# WOLVERINE



Tusk is yet another test for the brave X-Men!



Looks like the end for Wolverine!



Juggernaut gets the best of Psylocke, and, until you get his pattern, he does the same to you!

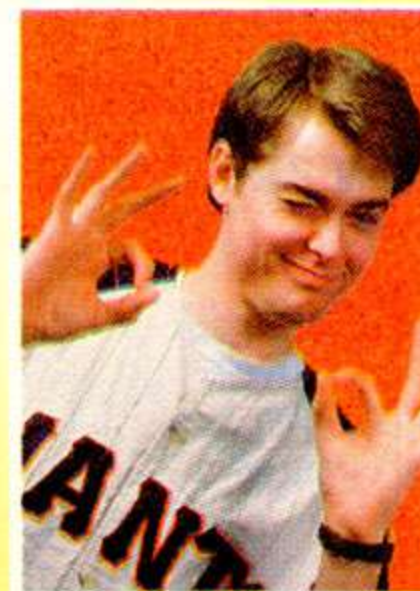
## SNES info

GENRE	action/fighting
PLAYERS	1
LEVELS	7
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	16

one, the game goes flat. In the first level all five characters have to complete their mission to continue, after which you can pick whatever character you want to finish off the last levels.

*Final Fight*, *Street Fighter*, and *X-Men* fans are gonna love the fist-pounding action and big bosses. However, stiff animation, thin music, and short levels keep the game from being the ultimate game I was hoping for. Despite its problems, *X-Men* combines excellent graphics, and X-citing gameplay to make this a game worthy of begging for. Like the immortal Stan Lee, creator of the *X-Men* comic series, always says, 'Enuff said!' **GP**

## A SECOND OPINION



At first I wasn't impressed with what looked like just another *Final Fight* game. But after a quick couple of plays, I was blown away! Each stage is loaded with variety

and fresh challenges. There's always more strategy to a level than just slapping the attack buttons. Unfortunately, the game shoots by way too fast after the initial five stages, leaving players wanting much more after they've just been hooked. Still, this is easily the best *X-Men* game ever made. So, if you're a fan of the *X-Men* comic book, you might wanna try this one out! —Chris

## RATINGS

### GRAPHICS

- 8** ↑ Crisp, clean, and large. Very similar to *Street Fighter* graphics.  
 ↓ Animation of characters is a little stiff for a fighting-type game.

### MUSIC & SOUND FX

- 8** ↑ Punishing sound effects give power punches more pop.  
 ↓ The supposedly thrashing sound track just doesn't thrash.

### BELLS & WHISTLES

- 8** ↑ Playing five X-Men and fighting all their traditional foes is great.  
 ↓ The first level is great, all the rest are real ho-hum, unfortunately.

### CONTROL

- 8** ↑ All kinds of special moves give each character a different edge.  
 ↓ If you can't pull off *Street Fighter* moves, you won't have much luck here.

### REPLAY VALUE

- 8** ↑ Taking several different paths to victory extends the life of this game.  
 ↓ Once the first level is done, it's much too easy to finish.

OVERALL

80%

a mission to destroy evil and bring peace between mutants and humans. You control Wolverine, Cyclops, Gambit, Beast, and the enchanting Psylocke. Each character has different mutant powers that are triggered just like the moves in *Street Fighter*, and you need all their moves to survive. You match mutant powers with the likes of Sentinel, EXodus, Tusk, Queen Brood, Apocalypse, Juggernaut, Omega Red, and ultimately, the evil Magneto.

*X-Men* starts off like a champ, but after the challenging X-perience of level



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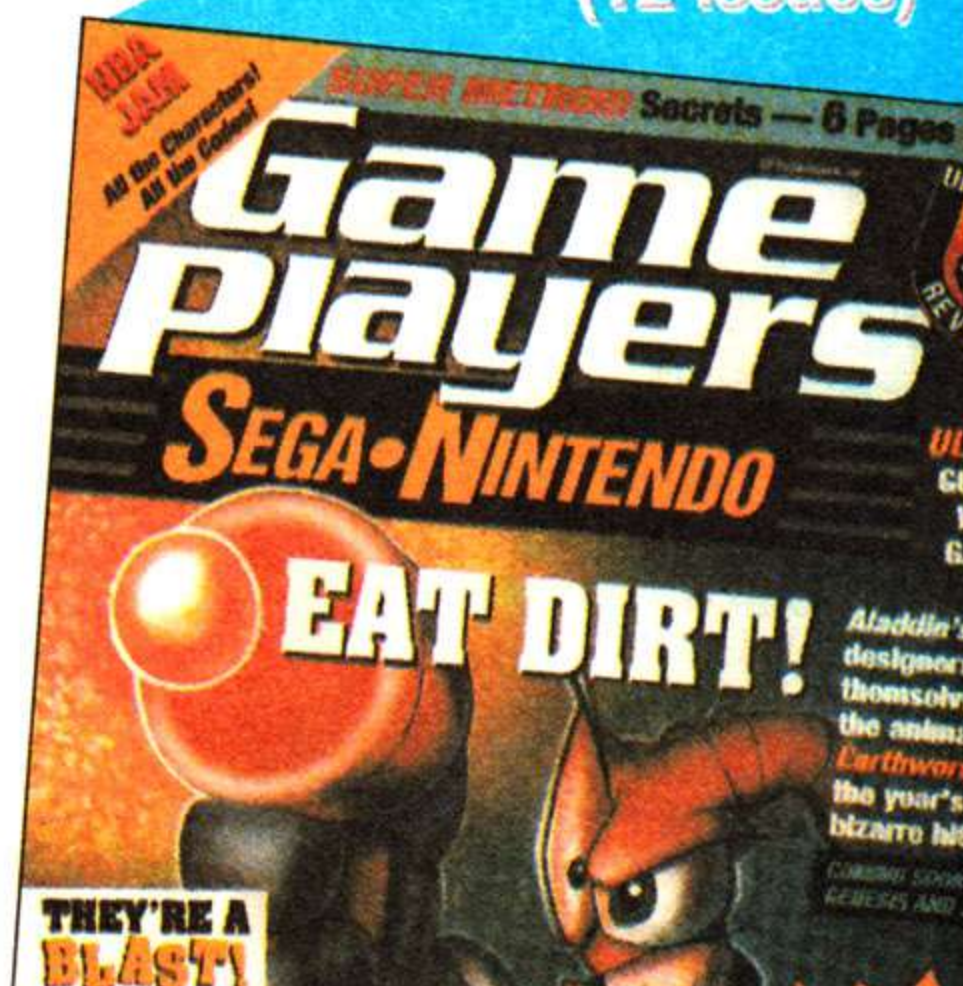
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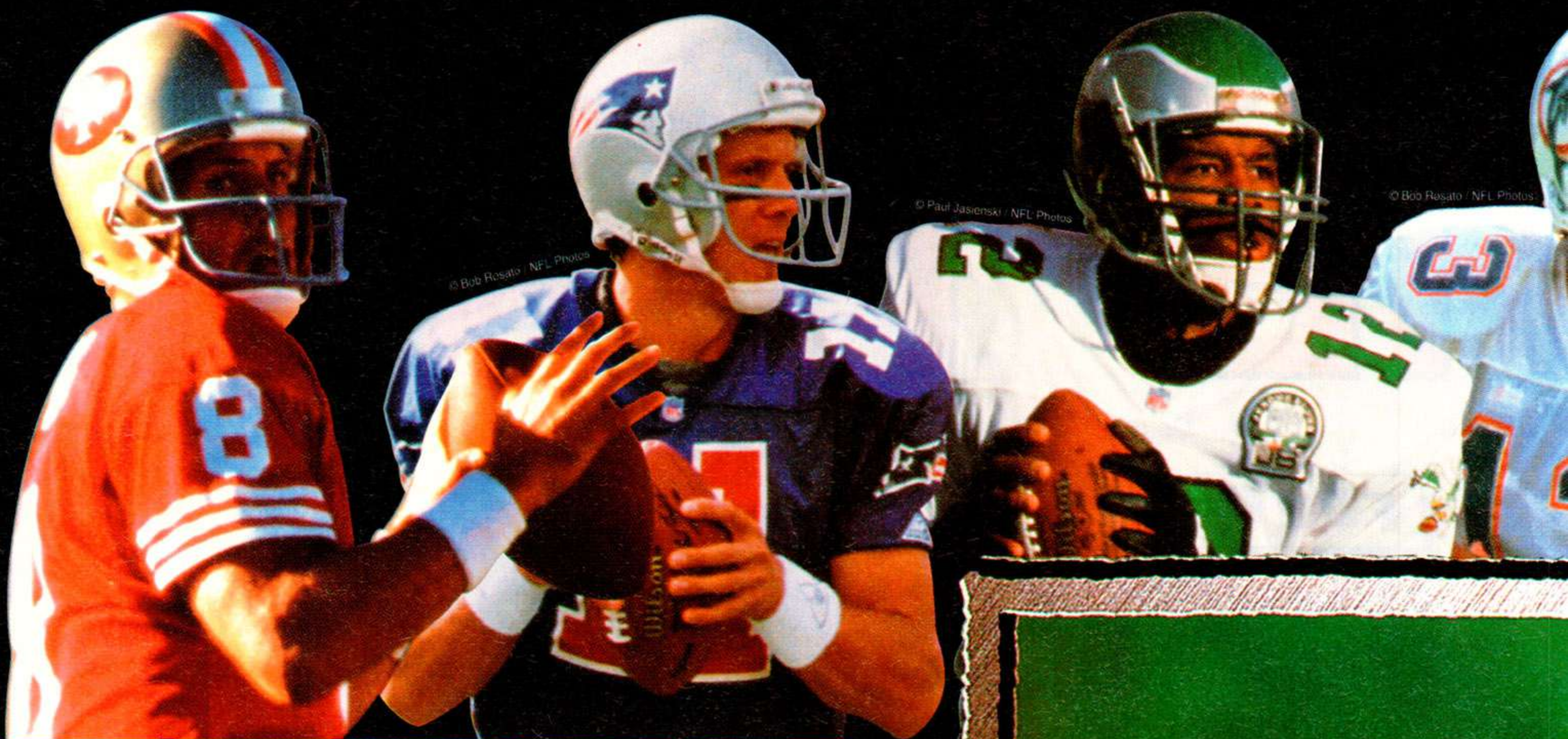


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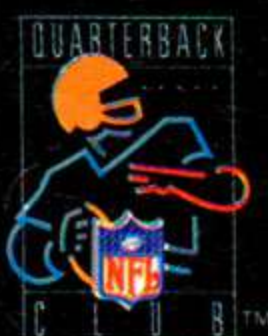
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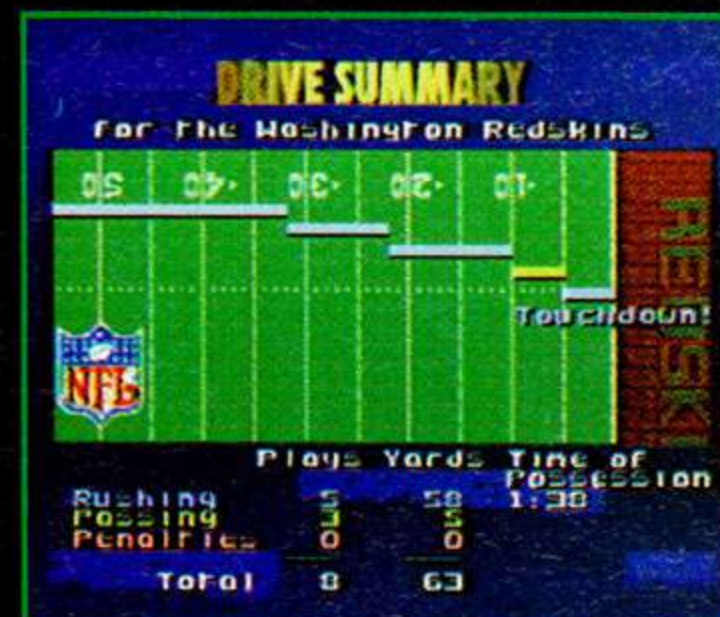
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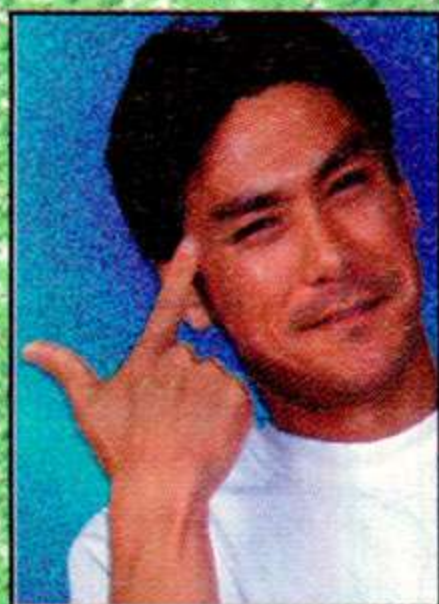
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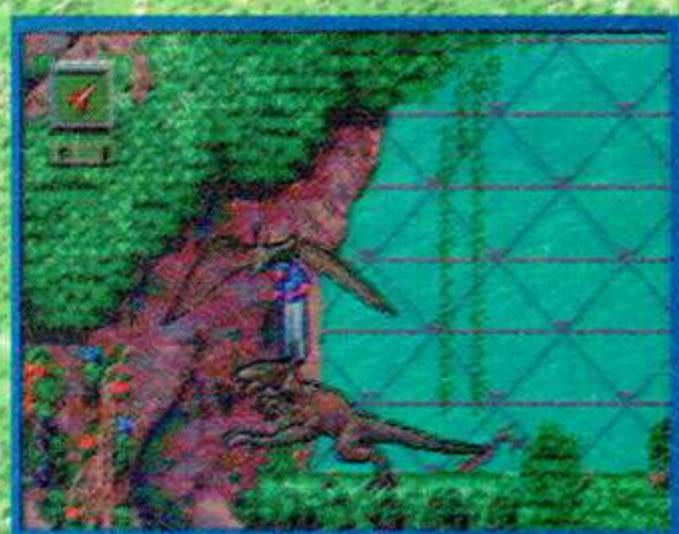
# Jurassic Park

## Rampage Edition



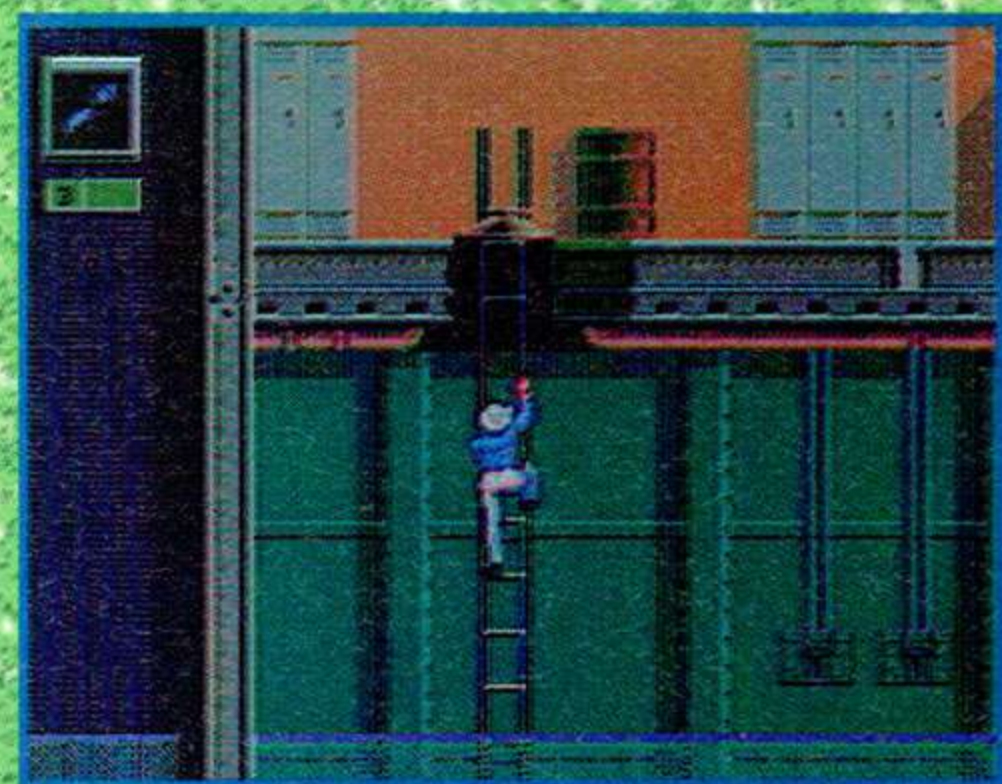
As the self-elected president of the Barney fan club, **Darrell Sasagawa** was a shoe-in to review **Jurassic Park: Rampage Edition**.

**H**ere in the blue corner, weighing one hundred and seventy pounds, standing five feet eleven inches tall, the ever resourceful Dr. Grant. And in the red corner, weighing 500 pounds?!? Standing eight feet tall?!? The always hungry Velociraptor. You



This place is for the birds!

make the call — Dr. Grant, or the Raptor? The choice is yours to make. This rematch, er... sequel didn't do much to improve on the original. The settings have changed, but the faces haven't. Same as it ever was — Dr. Grant runs, jumps, slides, and even rides around securing areas in



Many pitfalls lurk in the bowels of the ship.



Blast the pesky chopper full of buckshot!



Ride the raptor rapids!



Don't panic, maybe he can't see me. Yeah, right!

### GENESIS info

GENRE	action/adventure
PLAYERS	1
LEVELS	11
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	16

order to save Jurassic Park from destruction. Meanwhile back at the farm, the Raptor runs, jumps, chomps and tail-whips everything in sight, to ensure his new found liberation.

One nice departure from the original is that you get to choose which area you want to go to first. In the aviary, Dr. Grant's best bet is to get to the ground as quickly as possible, while collecting as many weapons as he can. The faster you get back on the ground, the less likely you are to become dino dinner. From there, I recommend going to the cargo ship and getting below deck to all the real action. Save the Savannah for last, and watch out for the choppers.

Dr. Grant gets my vote, mainly because he gets to use all the cool weapons, but also because the Raptor's



The choice is yours: which area do you secure first?

carnivorous tendencies make me nauseous. This game is different from the first, but just different; not better. Ho hum!!! **GP**

## RATINGS

### GRAPHICS

- 7** ◆ The lush backgrounds are a fantastic feast for the eyes.  
◆ The characters are the same old gang from the previous game.

### MUSIC & SOUND FX

- 9** ◆ I love the sound effects, especially the shotgun blast. Better get some earplugs.  
◆ Music soothes the savage beast, right? Does that include dinosaurs?

### BELLS & WHISTLES

- 8** ◆ Talk about a tough choice; you can be a doctor or a raptor.  
◆ There really is no choice; you have to be a doctor or a raptor.

### CONTROL

- 6** ◆ Watch out!!! The Raptor is lethal with his tail.  
◆ Poor Dr. Grant; white paleontologists can't jump!!!

### REPLAY VALUE

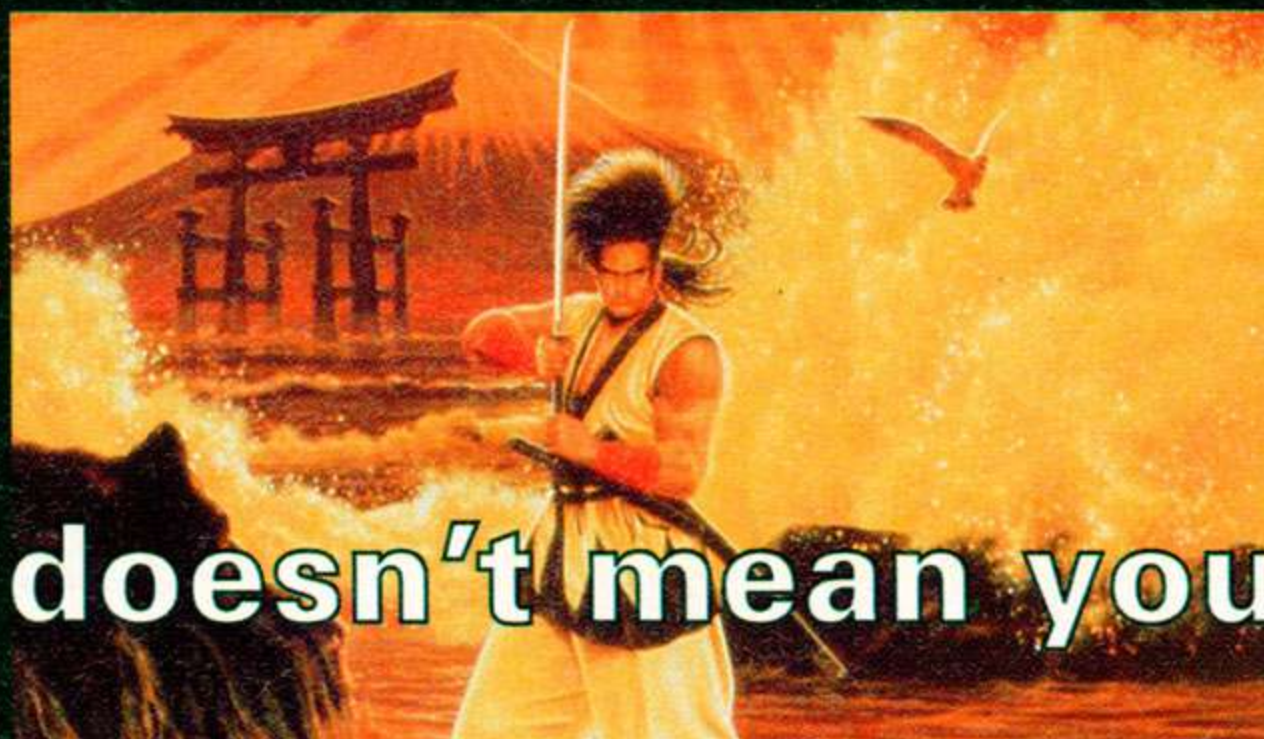
- 6** ◆ Kick some dino butt with Dr. Grant, or wreak havoc with the Raptor.  
◆ Replay a sequel? How redundant. I think not!!!

OVERALL

**65%**



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IN Level one, the HYENAS Laughed at Me.



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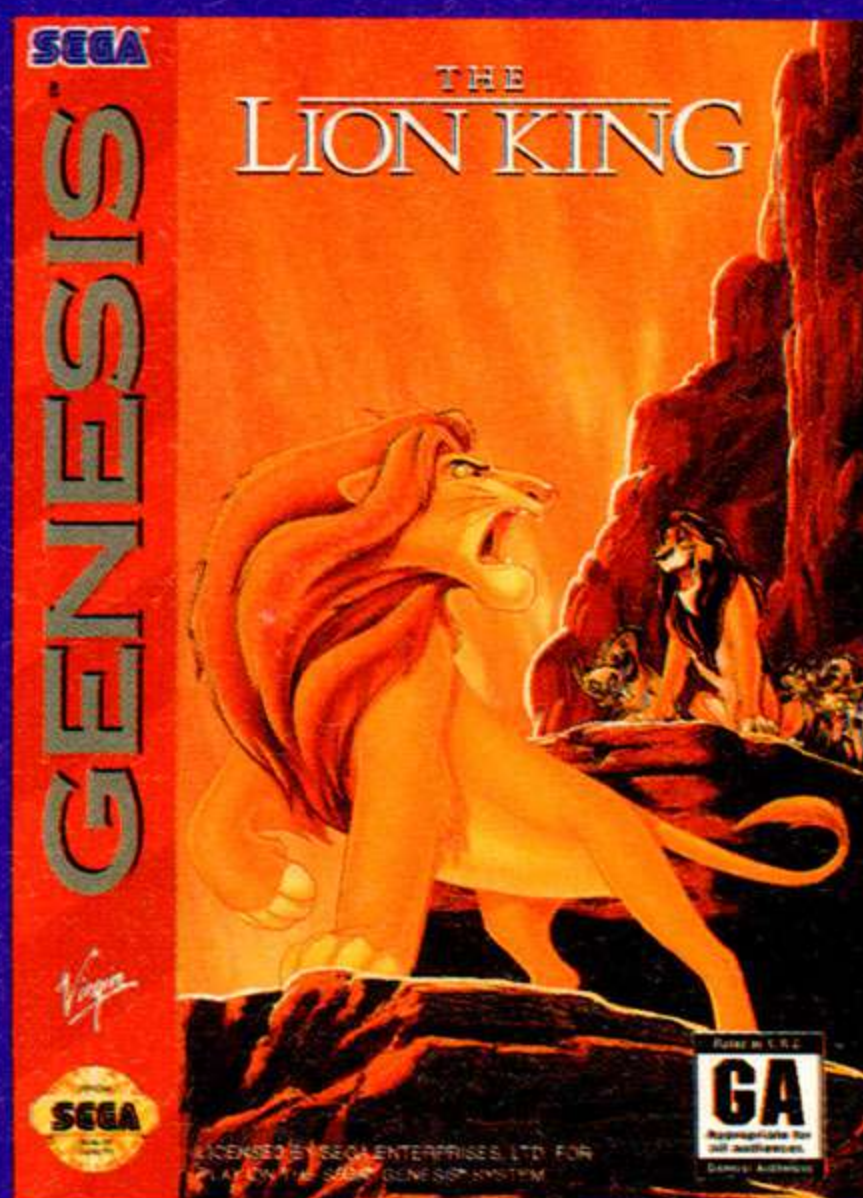


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it's only a game. Unfortunately, it's in Digicel™ animation. Which means you're going to feel every bump, bruise and blister between you and the throne.



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GENESIS

review



# BUBSY II

**Publisher & Developer:** Accolade • now available • \$59.95



Ladies and gentlemen, it's the Bubsy Twins. Now you can bring a pal to help in a 2-player friendly game or to fight you along the way in a 2-player fiesty contest.

Dusting your foes with the Nerf Ballzooka earns you a trading card which can be bartered for more advantageous weaponry.



**Brumley nearly lost all his precious marbles.**

**T**he video gaming world's most popular bobcat is back — better late than

*While trying to keep this pesky bobcat off the endangered species list, Doug*

never. *Bubsy II*, the sequel which was originally scheduled for release last spring, is finally making its appearance with a new approach.

Instead of the linear point A to point B side-scrolling tactic, this game allows you to wander through as many or as few of the exhibits in the Amazatorium as you'd like, and in any order. All roads lead to a final confrontation with the greedy Oinker P. Spamm, who's stealing his-

tory and putting it into exhibits in the Amazatorium.

The option for two players to buzz through the game while either cooperating or competing gives the game a range of freedom not found in the original *Bubsy*.

## GENESIS info

GENRE	action
PLAYERS	1 or 2
LEVELS	variable
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	16

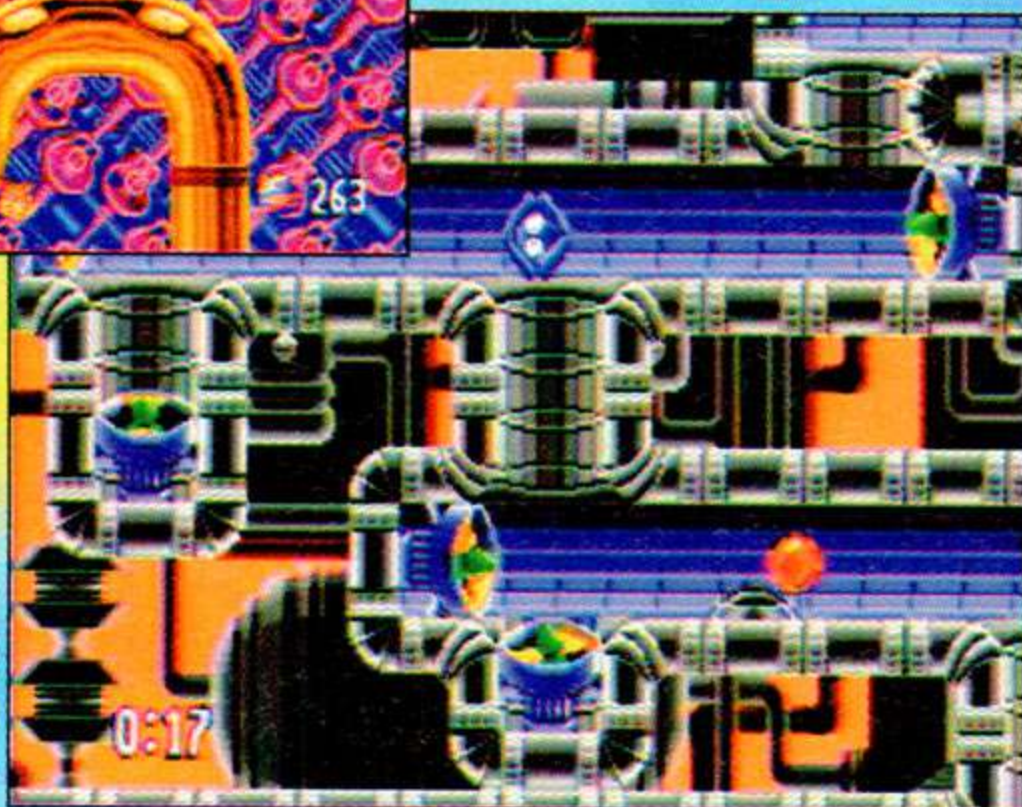




The setting of *Bubsy II* is the Amazatorium which features five worlds that you can conquer in any order you'd like.



Certain doorways or switches through the stages take you to mini-games where you can rack up bonus points or extra lives.



While this follow-up title features more game play, the game's length includes quite a bit of repetition. Despite the fact that the three floors of each exhibit are laid out differently and become increasingly harder, you grow weary of facing the same enemies and environments time and time again.

The game's user-friendly approach keeps the game accessible to all action game fans. Less-experienced players can find enjoyment in playing the less challenging first floor or one of the mini-games, while skilled action fans can work their way through the Amazatorium's Grand Tour. **GP**

## RATINGS

### GRAPHICS

- 7** As you might expect, Bubsy hams it up with plenty of comical animations.  
 When the bobcat moves fast, the background movements become jerky.

### MUSIC & SOUND FX

- 7** The sound effects add flavor, especially nice in the music world.  
 The music's flow is disrupted by erratic changes from tune to tune.

### BELLS & WHISTLES

- 8** You can choose where you start and where you go in the game.  
 Except for the aerial exhibit, the five worlds don't have enough variation.

### CONTROL

- 5** Bubsy's jerky movements make precise jumps quite challenging.  
 Lengthy process of cycling through weapons gives enemies time to attack.

### REPLAY VALUE

- 6** User-friendly structure appeals to a wide range of players.  
 Even though all five stages differ, they still become very repetitive.

OVERALL

64%

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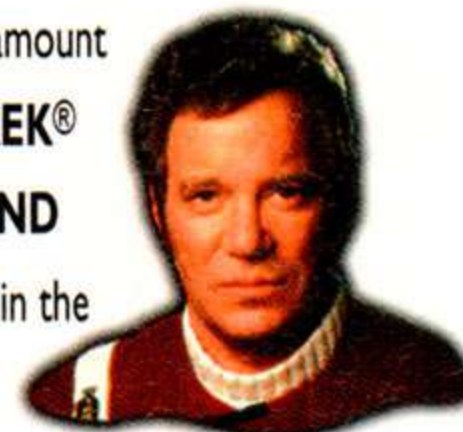
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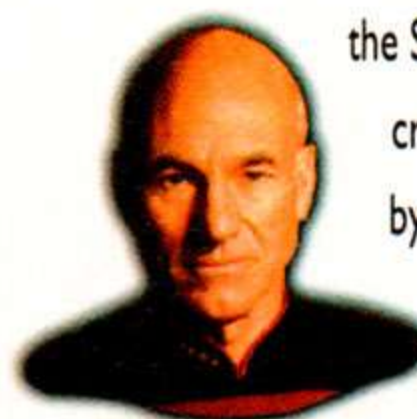
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# Virtual Bart



Seeing how **Darrell Sasagawa** has a tattoo of Bart Simpson on his butt, we figured he was the most qualified to

explore the unknown regions of Virtual Bart cyberspace.

Give the wheel a spin.



**J**ust imagine this: Bart Simpson, and a Virtual Reality Project. Sounds like trouble, right? Well, Bart somehow gets fouled up in a VR contraption, thus becoming a victim of his own mischief. Unable to escape, Bart is subjected to a nightmarish wheel of misfortune.

In Dino Bart, he travels back in time to become a Bortasaurus, while in Baby Bart, he regresses to infancy and swings from the tree branches. In Pork Factory Bart, he oinks like a pig and bounces about saving his portly, porky friends. In Class Picture, he launches tomatoes at his schoolmates from across the schoolyard. In Mt. Splashmore, he shoots the tube dodging mutant fish, Krusty the Clown, and an odd assortment of people, while searching for the prized boogieboard. Finally in

**Doomsday**  
Bart, he races his motorbike through a nuclear wasteland kicking his foes. In all his trials and tribulations, Bart seeks out the always cherished comdogs for nourishment and energy.

Although I really like *The Simpsons*, I thought this game was a big disappointment. The graphics have an amateurish look to them and game control isn't very precise.

The sound effects are OK, but the music darn near put me to sleep. So where the heck is the fun? If it weren't for the rare laugh, *The Simpsons* would make

me cry. I just gotta say, in this case, reality bites. **GP**

Timing is everything when you're a real swinger!!!



Avoid obstacles by swinging high or wide.

Your best bet is to go fast and avoid the rocks.



## GENESIS info

GENRE	action
PLAYERS	1
LEVELS	6
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	n/a



Satisfy your carnivorous desires with a big, greasy comdog.

## RATINGS

### GRAPHICS

**6**

- ◆ Bart and the whole Simpson gang like you've never seen them before!
- ◆ You're never gonna want to see them this way again, either! Yuch!!!

### MUSIC & SOUND FX

**6**

- ◆ Hilarious sound bites of Bart, Homer, and Krusty!!!
- ◆ This game's tunes are bland, if not downright boring.

### BELLS & WHISTLES

**5**

- ◆ OK, OK, so there's a cool bonus spot, big whoopee!!!
- ◆ Did I forget to mention that it's sometimes a penalty spot?

### CONTROL

**5**

- ◆ Fortunately, this game's controls are very basic and easy to use.
- ◆ Unfortunately, while being basic in nature, the controls aren't very precise.

### REPLAY VALUE

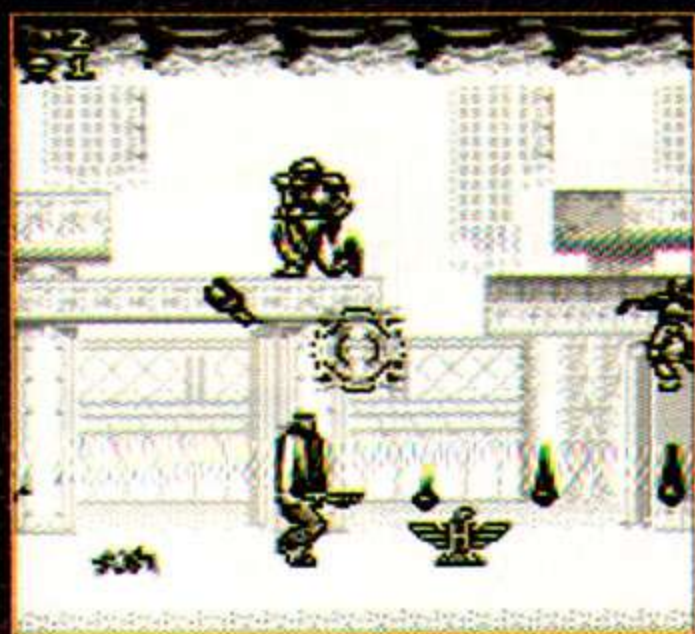
**4**

- ◆ Bart's, Homer's, and Krusty's expressions make it bearable to play over.
- ◆ This game lacks three essential things: F — U — N.

OVERALL

**51%**

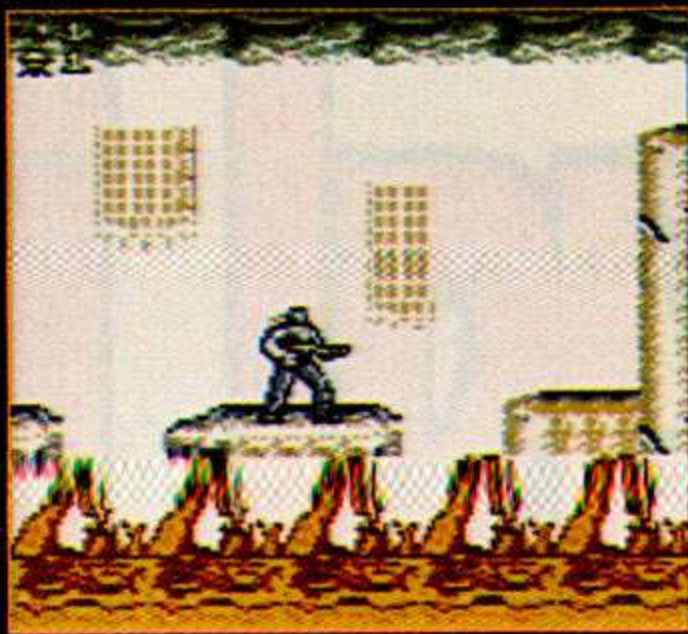




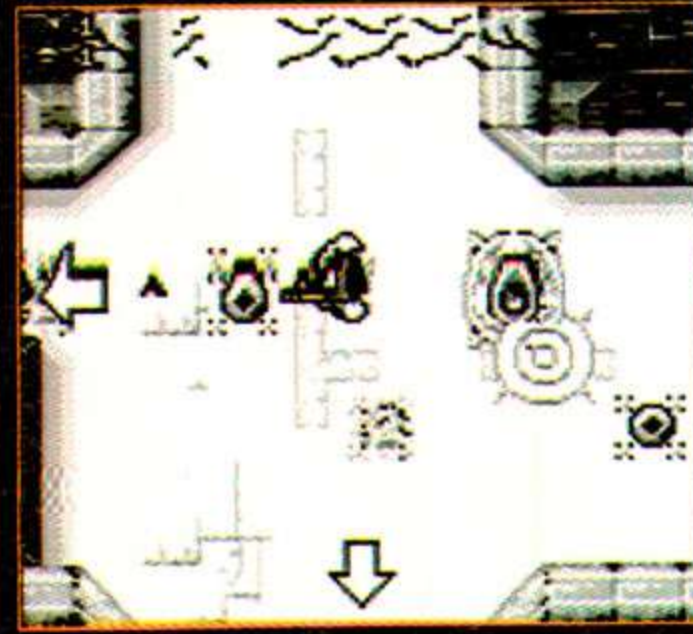
This wouldn't be much of a Contra game without the wide array of weapon power-ups, would it?



The bosses are hardly much of a challenge, especially once you learn their simple patterns.



Super Game Boy compatibility lets you trade in the stale black and white screen for a more colorful version on your SNES.



Don't loiter if you trigger a mine in level two. Use the mines as weapons against pursuing attackers.

**Publisher:** Konami • **Developer:** Factor 5 • now available • \$29.95

# CONTRA

## THE ALIEN WARS



*Until late last week, Doug Brumley was firmly convinced that this game played a major role in the Iran-Contra scandal.*

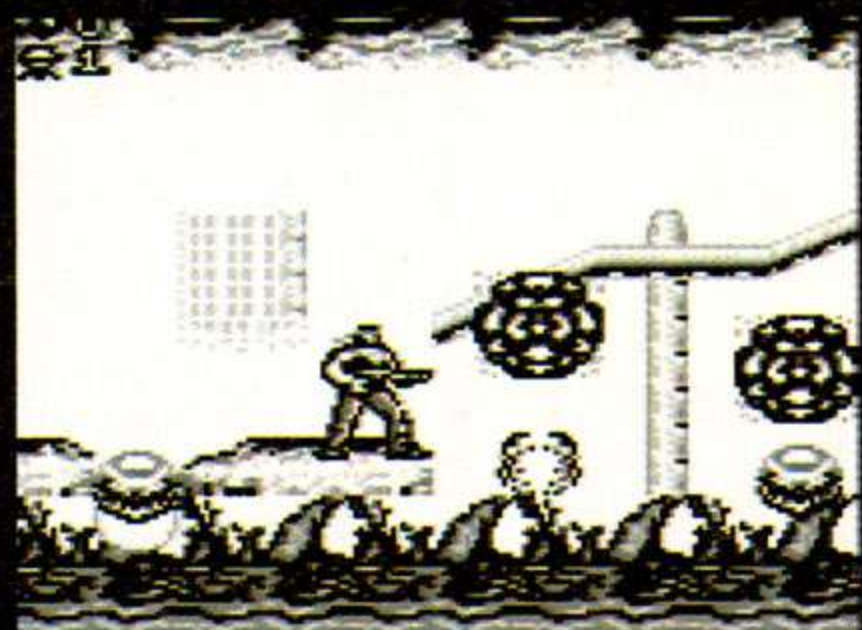
**T**hey may not have had to walk to school through five miles of snow, uphill both ways, but *Contra* ancestors Scorpion and Mad Dog certainly didn't have it easy. They risked life and limb to save the world from the evil grasp of Red Falcon and pave the way for your very existence. Now, in the year 2636, it's time for you, as Sully — the latest in the commando lineage — to live up to your genes in *Contra: The Alien Wars* for Game Boy.

Don't bet on this game winning any awards for its plotline, but the necessary conflict is provided by villains just waiting to face the business end of your high tech weaponry. However, *Alien Wars* plays out more like a discount short story than a best-selling novel. Each of the game's five levels can be a bit challeng-

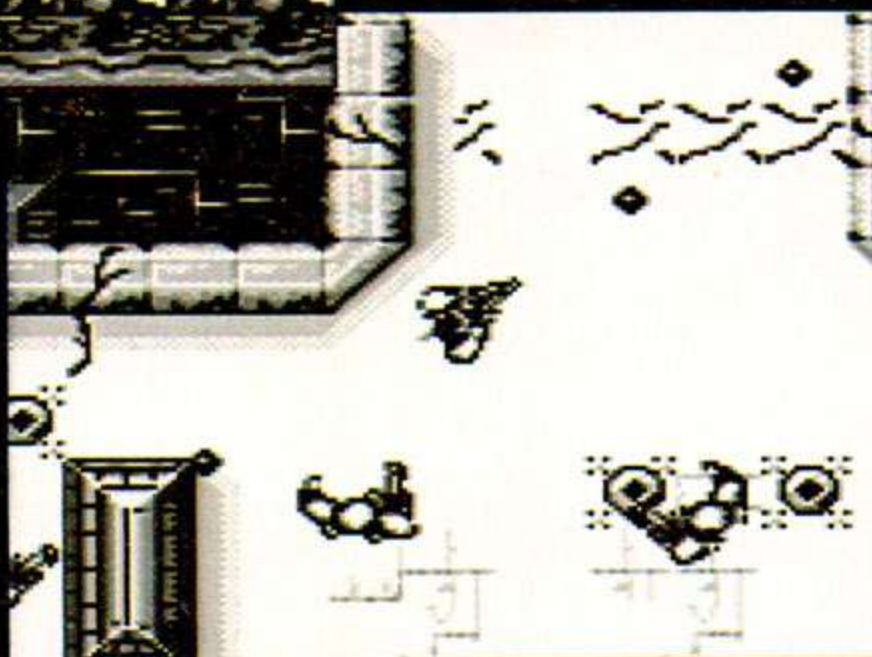
ing the first few times through but once you learn the pattern of enemy movements, the stages prove to be quite short. Bosses, which are usually a large contributor to a shooter's excitement level, aren't really that impressive here and appear even more lackluster on the black and white Game Boy screen.

Super Game Boy compatibility adds a small splash of color and passwords after each level keep you from repeating charted territory again and again, but shooter fans won't find much here to test their skill. The game's brevity and simplicity might make it a nice introduction

to the shoot-'em-up genre for younger, less experienced gamers, though. **GP**



Levels one, three, and five feature a side view of the action while two and four provide variety with an overhead perspective.



### GAME BOY info

GENRE	action
PLAYERS	1
LEVELS	5
DIFFICULTY	adjustable
SAVE FEATURE	password
MEGS	1

## RATINGS

### GRAPHICS

**6**

- ◆ Super Game Boy compatibility adds a little color — 'little' is the key word.
- ◆ Simple graphics strip bosses of the intimidation factor.

### MUSIC & SOUND FX

**7**

- ◆ A fast-paced soundtrack adequately sets the tone for this run-and-gunner.
- ◆ Did I actually just refer to Game Boy music as a soundtrack?

### BELLS & WHISTLES

**6**

- ◆ Frequent passwords and variable difficulty features are nice...
- ◆ ...but, as far as bells and whistles go, that's all, folks.

### CONTROL

**7**

- ◆ Levels two and four allow you to walk in one direction and shoot in another.
- ◆ The controls make some canyon-spanning jumps nightmarish.

### REPLAY VALUE

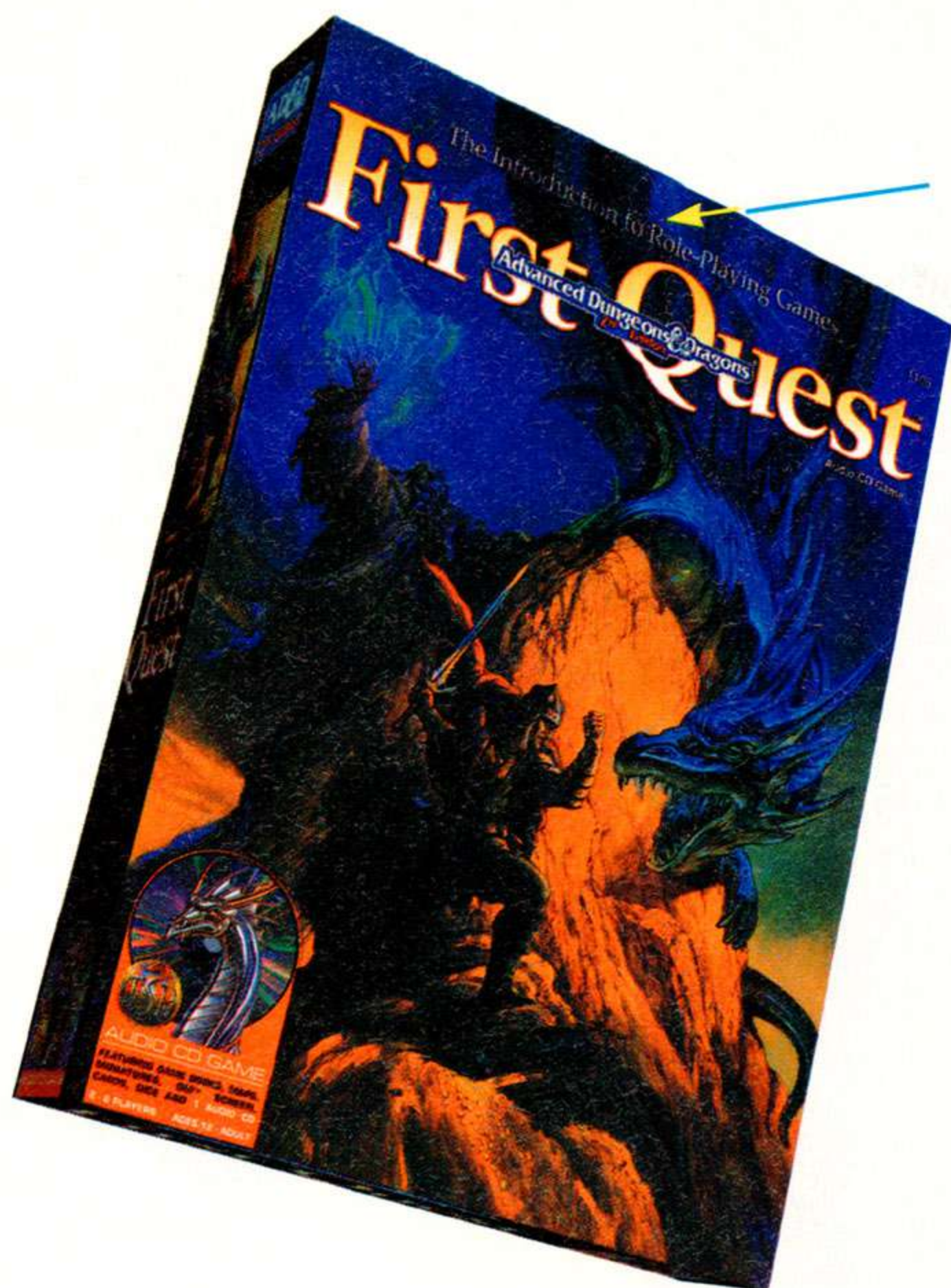
**4**

- ◆ Adjustable difficulty can increase the game's challenge...
- ◆ ...but the game's five brief levels just don't offer enough.

OVERALL

**60%**





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THIS WAS NOT A WINDSHIELD. THIS

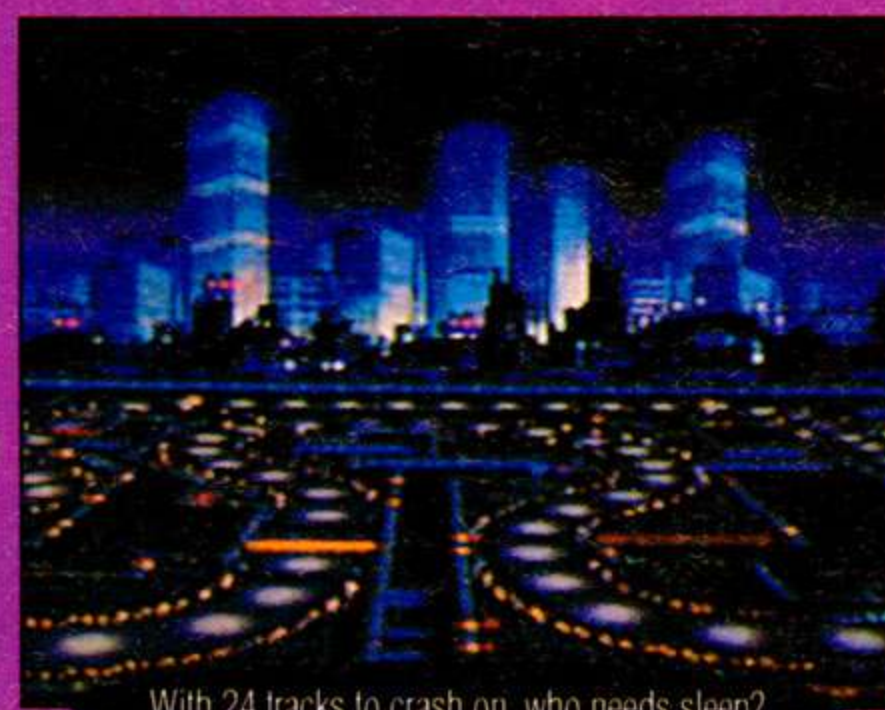


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Cars, fighting and soccer. Go figure.

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THAN OTHERS.



COMING THIS NOVEMBER  
FOR THE SUPER NES®.

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# SAMURAI SHODOWN



*Swords? Demons with swords? Guys with hair with swords? Hey, this sounds like it's right up Jeff Lundrigan's alley!!! Sharp!!!*

**Y**ou know, *Samurai Shodown* developed a strong cult following in the arcades, and there's no reason it shouldn't on SNES. It combines your standard fighting game format and control with a Japanese look, then bases it around a group of weird characters who all use bladed weapons of some kind — it's unique, yet familiar at the same time.

Cut down from the mammoth hundred-plus megs in the original Neo•Geo version, the SNES incarnation holds up pretty well. The game looks amazing, and I don't think any special moves have been left out. The original version would scale in and out to keep both characters on screen, but the SNES version switches to the standard 'trapped against the edge of the screen' business that you usually see in a fighting game. This is, however, the only significant change.

It's not quite in the same league as *MKII* or *SSFII*, but it's still a great game. If you're tired of hand-to-hand combat, by all means take the chance to pick up a sword and start hacking away. **GP**



POW meter — hit somebody hard enough, and they get plumb mad! After that, their next few attacks are pretty nasty!

Even though the screen doesn't zoom in and out like it did in the arcade, it still keeps that old

## BRING ON THE FIREWORKS!

Not just fireballs, but fire sculptures!



You know, I can't remember the last time I set myself on fire and slammed into somebody. Can't remember the last time I made an explosion shaped like a demon head either. Hey, now's the time.



The game has all twelve characters from the arcade, and they all look pretty much the same as they did in the Neo•Geo version.



The lead bad guy, Tokisada Amakusa, pops in from time to time during single player games. His appearance gives the game a psychedelic edge you just don't see often enough.

## SNES info

GENRE	fighting
PLAYERS	1 or 2
LEVELS	13
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	32



A samurai lives for one purpose — to destroy all enemies! Including, I guess, trees and park lamps.

## RATINGS

### GRAPHICS

- 9** ♦ Does this look good or what? Smooth, shaded, moves great — it's cool!  
♦ Some characters have so much detail, you can't tell what they're doing!

### MUSIC & SOUND FX

- 9** ♦ Listen to all that digitized speech! That's cool! And the music is cool too!  
♦ That music turns up in every other game you play, and it's getting old.

### BELLS & WHISTLES

- 8** ♦ Twelve fighters and lots of special moves, plus all kinds of great touches.  
♦ Some characters have a couple of special moves, while others have more.

### CONTROL

- 9** ♦ The controls are laid out simply, and most of the moves are standard...  
♦ ...but some of the moves are nearly impossible to pull off!

### REPLAY VALUE

- 8** ♦ The replay limit is only determined by who you have around to play against.  
♦ This game doesn't pack quite the punch as other fighting games.

OVERALL

**85%**



# JURASSIC PARK

## UNDER NEW MANAGEMENT



T. Rex is back—along with a dinosaur population that actually multiplies while you play!



The devious BioSyn Corp. has come to snag Dr. Hammond's cloning research—and they'll stop at nothing to get it!



BioSyn commandos, greedy geneticists, flame-throwing engineers, Raptors, Spitters, Pterodactyls...It's war, man, war!



*What'dya think, they'd just die off?*

**WRONG.** This time the dinosaurs own the park. And there are tons of them—literally. Including those too nasty for the big screen.

And guess who gets to go in and play Mr. Ice Age...We'll give you the weapons, you do the rest.

Oh, and one more thing: It's been a year since "the attractions" have had a really good meal.

Enjoy your visit!



## JURASSIC PARK

**PART 2:  
THE CHAOS  
CONTINUES**



Ocean of America, Inc.  
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San Jose, CA 95125



**SUPER NINTENDO GAME BOY**

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# BOOGERMAN

**Publisher & Developer:** Interplay • now available • \$59.95



**We asked Vince Matthews if he would like to review Boogerman. 'Wow,' he said, 'You sure can pick 'em...'**

**R**emember when you were about nine or ten years old and just about every bodily function used to crack you up? A big, stinky fart would make you laugh until you cried, and a super snot rocket would make you the hero of the day!

Now Interplay tries to capitalize on those zany days with *Boogerman*, an in-house created side-scroller that already has a tremendous marketing campaign and syndicated cartoon in the works to propel it into the limelight.

Boogerman is Snotty Ragsdale, a mild-mannered man of the people who is

trying to uncover the mysterious going's-on at Professor Stinkbaum's pollution lab. Snotty's taken a job as a janitor at Stinkbaum's and is cleaning up one night when the proverbial #@&\*! hits the fan! Snotty then dons his booger-duds and takes the plunge into the world of X Crement — with stomach-turning superpowers in tow — hopefully to uncover what's causing the big stink.

The animation is clean, the on-screen action is disgusting and the

## GENESIS info

GENRE	action
PLAYERS	1
LEVELS	36
DIFFICULTY	easy to medium
SAVE FEATURE	password
MEGS	24



Toilet plungers and booger-capes add life! Collect all that you can...

character control is better than most *Sonic* wannabe's. *Boogerman* does have what most other side-scrollers don't — character and attitude. Parents may not find the grossness appealing, but *Boogerman*'s slimy antics are gonna attract younger players like flies. Did I 'dig' *Boogerman*? Well, it's an average side-scroller starring a disgusting character. The game's level/boss, level/boss formula is a bit tired and repetitive. Like boogers — seen one, seen 'em all. **GP**

## RATINGS

### GRAPHICS

- 6** ♦ The character graphics are disgusting, well drawn and incredibly funny!  
 ♦ Backgrounds are repetitive and boring; looks a lot like *Global Gladiators*.

### MUSIC & SOUND FX

- 7** ♦ When he does that stinky attack, it sounds so real that you can smell it.  
 ♦ Sound effects are done very nicely on the limited Genesis processor.

### BELLS & WHISTLES

- 3** ♦ Unfortunately, we have to report that there's not much in this department.  
 ♦ Hey, can't you read? There are no bells or whistles!

### CONTROL

- 7** ♦ Boogerman can flick a snot rocket more accurately than anybody...  
 ♦ ...but that 'butt-whomp' move isn't quite up to par.

### REPLAY VALUE

- 6** ♦ You're gonna want to show your friends all the neat flatulent humor.  
 ♦ You're gonna get tired of it, but don't worry, *Boogerman 2* is due out soon.

Boogerman, the only superhero who uses his butt muscles in battle!



Toilets take Boogerman to sub-levels to collect more plungers! Grab 30 plungers and get a free life!



The unleashed fury!



Collect milk to hock loogies and jalapeno peppers for that special 'blast processing.'

'You stink Boogerman!' Hey, Deodorant ain't just whistling Dixie. Most bosses are easily beaten with simple patterns, or poots, as the case may be.



**OVERALL**  
**60%**



# 9 REASONS WHY BASKETBALL WILL NEVER BE THE SAME

**CAUTION:** If you are completely satisfied with other basketball games and are unable to upgrade to RAP JAM, you will **not** need to know that now you can:

## 1. Out-shove & out-shoot real rap stars

Maybe they're bigger than you, but you'll get your shot...

## 3. Make choices you've never had before

Go 2 on 2, 3 on 3, 1 on 3, 1 on 2 • Pick how long to play -- 5 minutes? 10 minutes? -- or how many points • Play in a different language • Full court or half court • Mix and match players • Solo or spirit mode, you always know which player you are

## 5. Move faster

Reaction time seems faster than other basketball games...smoother moves!

## 6. Watch non-stop animation

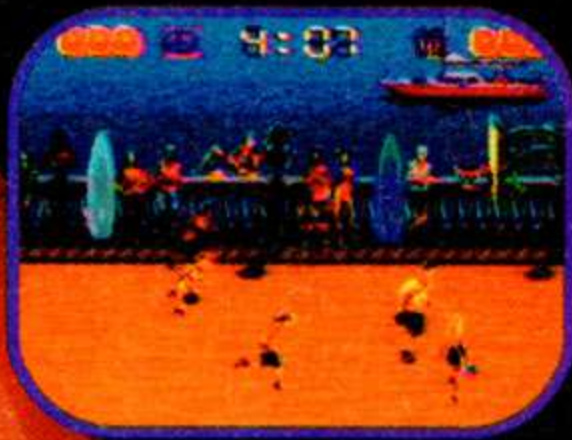
See the first-ever Nintendo Morph as a basketball turns into a CD turns into the Rapjam logo...Cheerleaders do the bump...Lo-Riders cruise by the New York playground...Baskets bounce & shiver with each slam dunk

## 9. Rules? Rules R 4 fools!

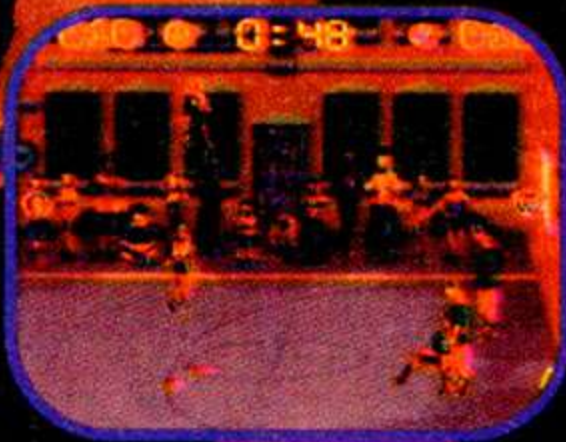
No refs to keep Yo Yo from shoving you out of play or Chuck D from stealing the ball by any means necessary



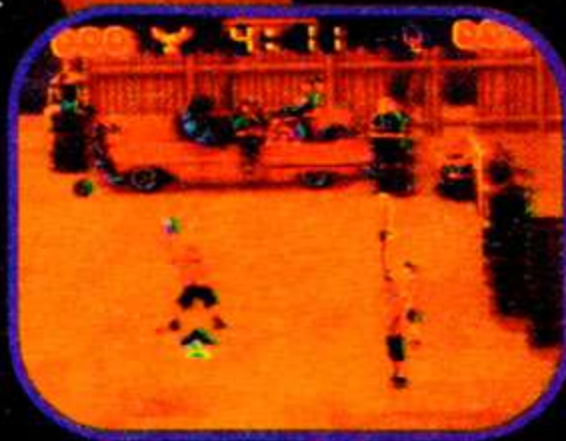
CHICAGO



L.A.



HOUSTON



ATLANTA



NEW YORK

## 2...if you know their special moves

Treach's Helicopter jam ..LL Cool J's Drop-The-Ball-&-Back-Dunk...Sticky Fingaz' Twirling Jam...Queen Latifah's Butterfly Jam...Everlast's Flip Flop Dunk ... & wait'll you see your teammates jump up through the hoop!

## 4. Pick the coolest playgrounds

Unbelievable graphics! Play in the dark on Chicago's glowing rooftop court above the city lights...Or in the sun at LA's Venice Beach as surfers & bodybuilders watch

## 7. Hear real music...

Rap beats 2 keep U loose...

## 8...& the best sound f/x

Everyone's got something to say...the L.A. cheerleaders & your own teammates....the wind whistles in Chicago...the ocean roars in L.A....Get a real playground bounce & a chain-metal basket swoosh



LL COOL J



HOUSE OF PAIN



QUEEN LATIFAH



WARREN G



PUBLIC ENEMY



COOLIO



YOYO



ONYX



NAUGHTY BY NATURE



# RAPJAM

## VOLUME ONE

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# ANATOMY OF SUPERHERO



He thinks he's a hero,  
but he's not! He's mean,  
He's green. And he nose  
how to pick a fight!



He's a phlegm  
flinging fool with  
the ultimate spitball.

Using such nasty ammo  
may be a concept that's  
hard to swallow, but  
he's just doing  
what comes up  
naturally.





Boogerman's butt  
blast is a back-  
firing burst that  
can level anything



in his path.  
It's ready,  
aim and,  
after one  
tortured  
moment,  
fire!

And, if all that  
don't knock 'em  
down, he can romp 'em,  
stomp 'em, or let fly a barrage  
of boogers that'll lay 'em low!  
Just think of him as a human  
weapon, a fully-loaded Oozeey...  
and YOUR finger pulls the  
trigger! DIG IT!

In one concussive  
burst, he blows them  
away. It's biological  
warfare at its  
germiest, and no  
villain can  
stand up  
to it!

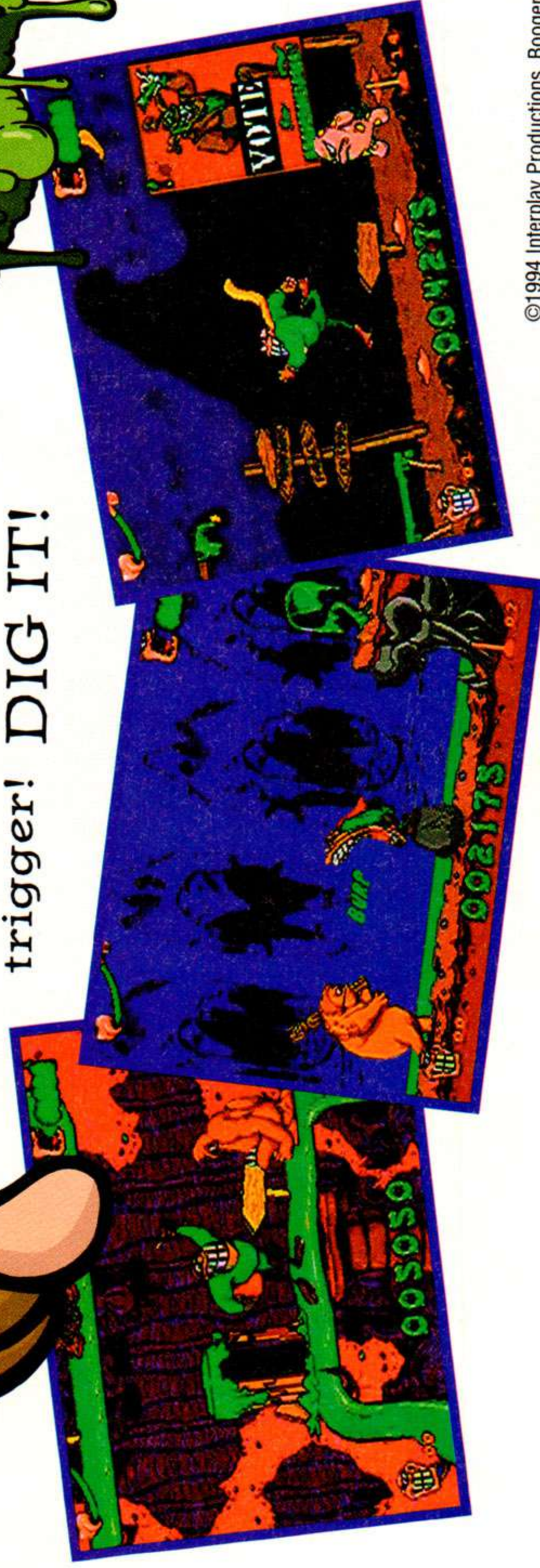


**Interplay**<sup>TM</sup>

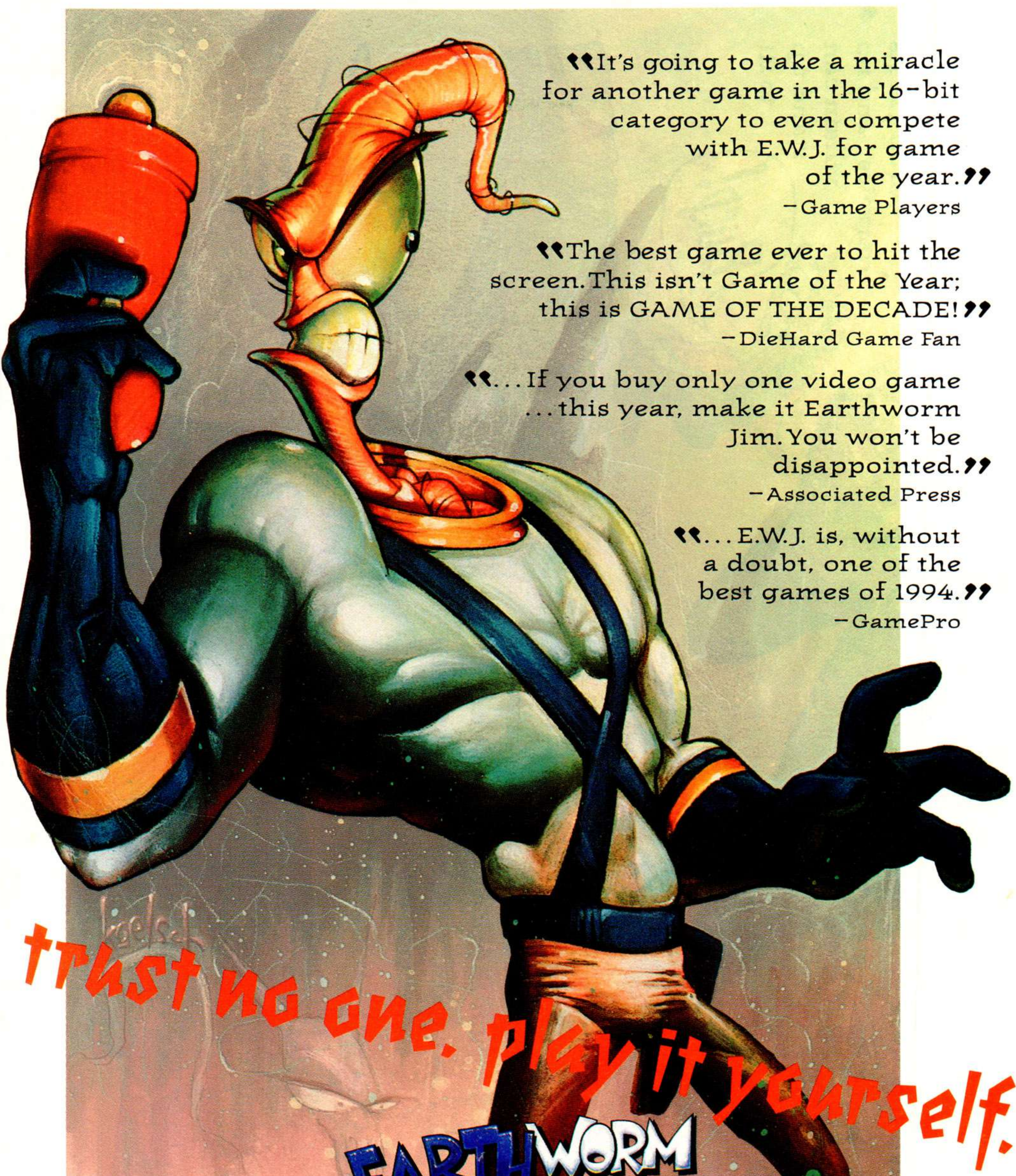
Or don't play at all.

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A large, stylized illustration of Earthworm Jim. He is a green, muscular worm-like character with a large, orange, segmented head and a long, orange, segmented neck. He has a wide, toothy grin and is wearing a blue and orange striped shirt. He is holding a large, red, cylindrical object in his right hand. The background is a textured, greyish-brown with some faint, glowing particles.

“It’s going to take a miracle  
for another game in the 16-bit  
category to even compete  
with E.W.J. for game  
of the year.”

— Game Players

“The best game ever to hit the  
screen. This isn’t Game of the Year;  
this is GAME OF THE DECADE!”

— DieHard Game Fan

“... If you buy only one video game  
... this year, make it Earthworm  
Jim. You won’t be  
disappointed.”

— Associated Press

“... E.W.J. is, without  
a doubt, one of the  
best games of 1994.”

— GamePro

*trust no one. play it yourself.*

**EARTHWORM  
JIM™**





# SOMETHING OLD SOMETHING NEW



**Cowboys, demons from another dimension, and Bart. Jeff Lundrigan takes a gander at some different game versions.**

## Virtual Bart

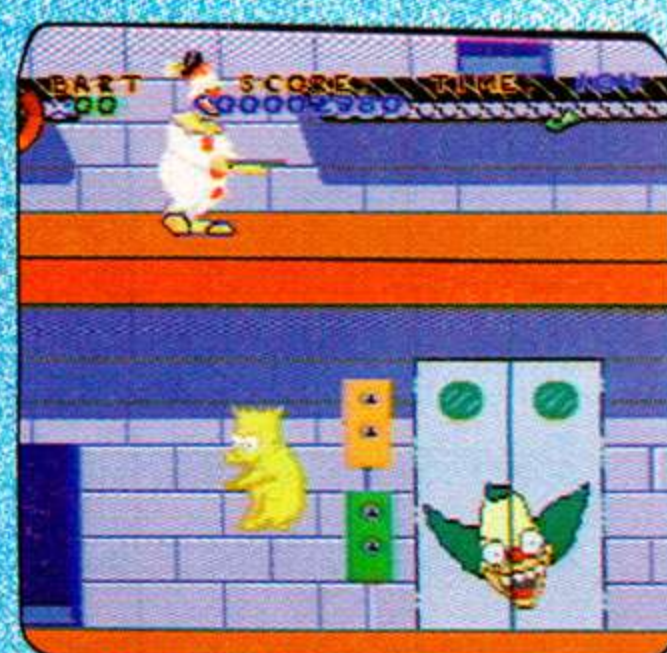
**Publisher:** Acclaim •  
**Developer:** Sculptured Software •  
**Genre:** action • \$55-65

**W**e all keep hoping the next *Simpsons* game is actually going to be good. With *Virtual Bart* coming from the team of Acclaim and Sculptured Software, the same team who brought you *Mortal Kombat I* and *Mortal Kombat II*, I figured this might be the one.

Boy, was I wrong.

The idea behind the game is that Bart has hijacked a VR machine and re-programmed it in his own twisted image. Not a bad premise, but then it all goes horribly wrong. The graphics are mighty poor, especially when you consider that

The idea of Bart as a pig trapped in a pork product plant is funny, but the factory you get dumped in is boring as heck!



*The Simpsons* isn't exactly fine art. It shouldn't have been hard to bring the game up to the standard of the TV show. It resembles the 8-bit games of yore, but frankly, I've looked at much better 8-bit games.

To be fair, every stage is almost a completely different game, but play control is, well, lacking (the baby and biker sections were just frustrating as hell), and the stages aren't even that creative — I mean, this is a 16-meg cart! Where did it all go?

**GP RATING 40%**

## Lethal Enforcers II: the Gunfighters

**Publisher & Developer:** Konami •  
**Genre:** shooter • \$55-65

**T**he original *Lethal Enforcers* was a fast-paced, challenging shoot-'em-up. A little brain work had to go with the sharp reflexes if you were going to kill all those ruthless terrorists and drug dealers. Hey, it was cool. The sequel ditches the terrorists in favor of cowboys, and you seem to need better reflexes and less brains, but it's still pretty cool.

The main thing you can fault it for is that it doesn't look as good as the original — all those desert colors kind of blend together, especially given the notoriously small Genesis palette — but it looks good enough, and all you really need for this sort of game is a moving target anyway.

And boy do they move. A lot. There's



There's a lot more moving targets. Ever try to shoot someone off a horse? Let me tell you, it ain't easy!

through again just because you shot someone (I guess life was cheaper in the Old West).

The main advantages that the Sega CD version has over the cart based versions are what you might expect: better music and more extensive use of digitized sound. You get mighty tired of 'You can't hit the broad side of a barn', but then you get to shoot the offending cowpoke, so maybe it comes out even.



The bosses are generally tougher than they were in *Lethal Enforcers I* — actually, the whole game is tougher!

**GP RATING 82%**



There are no terrorists or drug lords here, just a bunch of smart-mouth cowboys and bank robbers.

more moving targets here than last time, and you need to hit some of them more than once to bring 'em down. Another noticeable difference is that if you shoot a civilian, it directly subtracts from your own health meter, but you don't have to play the stage



# Shaq Fu

**Publisher:** Electronic Arts •

**Developer:** Delphine S/w •

**Genre:** fighting • \$55-65



Overall, the game's graphics look great. It's just too bad all that smooth animation means losing some smooth control.

Here they are, all twelve of them. The Genesis version doesn't look as crisp as the SNES, but it does have four more characters — more than a trade-off.

**T**he SNES version of this title was reviewed last issue, and when all's said and done, the Genesis version has most of the same strengths and weaknesses. To recap: the designer's goal was to make a fighting game with the smoothest animation possible, and as far as that goes, they succeeded. The animation is

incredibly fluid, and there's no denying that almost everything looks great.

But waiting for all those frames of animation to play after each move means that *Shaq Fu* also has some

pretty sluggish control —



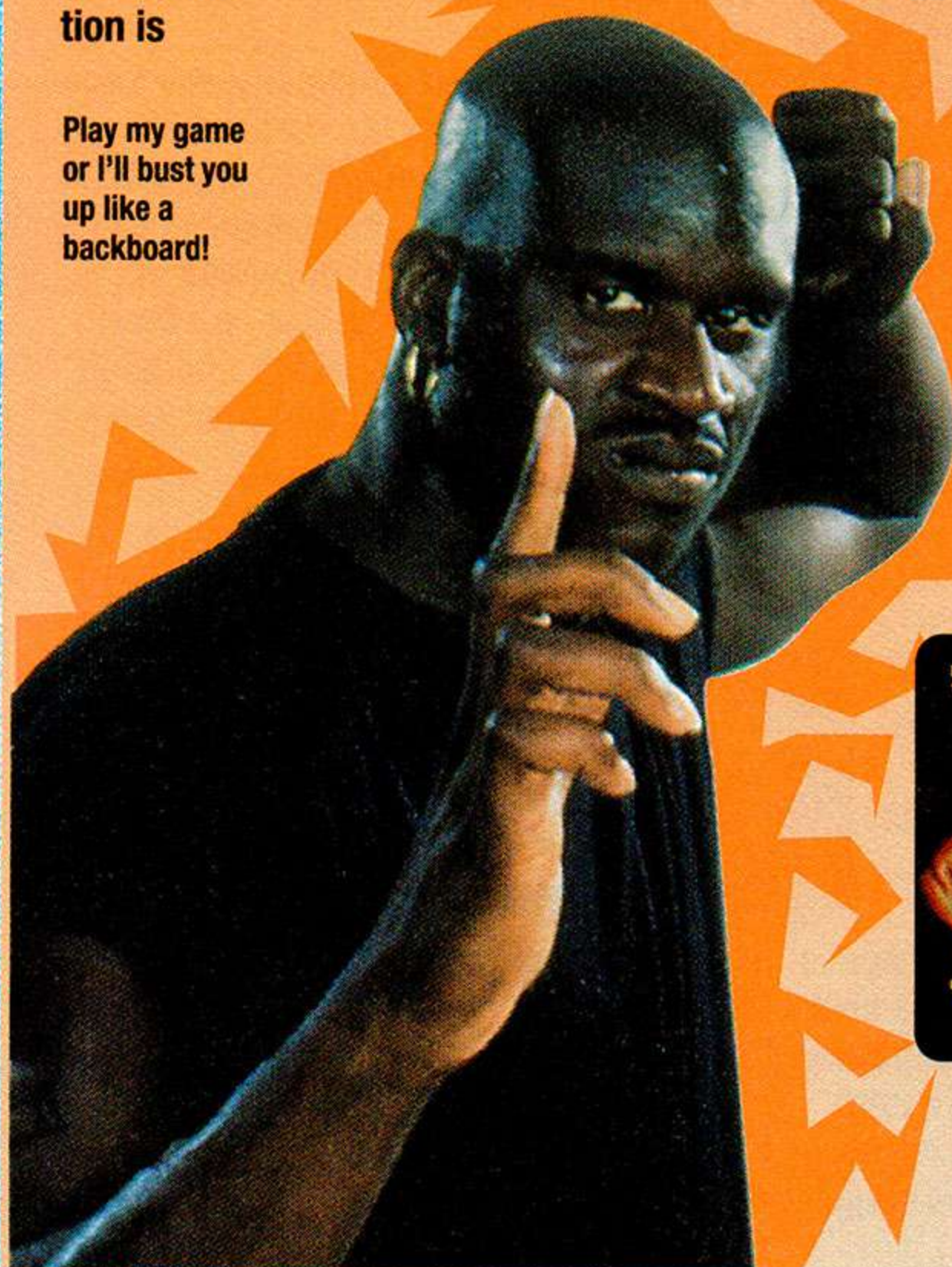
Here it is, the Other Dimension. The same map from the SNES version we ran last month looks pretty thin by comparison. A definite plus.

(thanks entirely to the difference between what Nintendo and Sega charge for a 24-meg cart). This makes room for four more characters and backgrounds, and makes the one-player 'story' mode last longer. **GP**



The extra four characters you get include a cyborg and one of those miscellaneous demons that pop up now and again.

**GP RATING** **79%**



Play my game  
or I'll bust you  
up like a  
backboard!



Just when you thought  
you were over *Tetris*®,

**Alexey  
Pajitnov  
dares  
you to**

**BreakThru!**

The Russian master who created Tetris now introduces  
BreakThru—one of a series of great new puzzle games.

Think fast! Constantly cascading bricks keep you on  
your toes as you tear down wall after wall. Bombs fall  
your way and huge sections of the wall blow apart.  
But watch out! Pesky spiders, annoying soda  
cans and obnoxious boulders are out to make  
life rough. Knock them out of action so you can  
break through to the next wall.

Race to beat the clock, raising your score as  
you raze the walls. Test your skill in six cities,  
each with its own music and scenery. Challenging  
two-player options prove your prowess against  
friends. Four different skill levels and time limits mean  
the entire family can play.

BreakThru: so much fun you might not want to stop  
playing—or you may never be able to!



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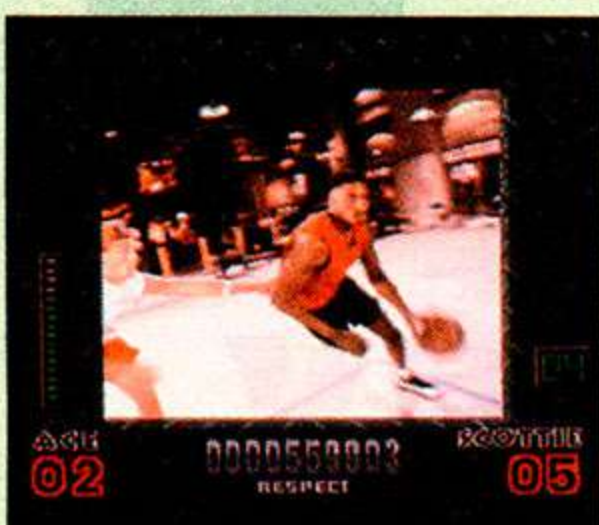
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## LACE 'EM UP TIGHT

We recently attended a behind-the-scenes preview of *Slam City* with *Scottie Pippen*, Digital Pictures' upcoming live action video game which stars the three-time NBA champion. Although the version we saw was very early, it featured heated competition and impressive on-court footage. Next month we should have our hands on the CD and are gonna give you the lowdown, but in the meantime be sure to check out the exclusive feature on Pippen and his game on page 57 of this issue

**SCORE CARD**  
**ESPN IS GOING TO DISNEYLAND**  
 ESPN and Disney have teamed up to provide sports fans with the ultimate sports entertainment center. The ESPN Sports Club will be located along Disney's BoardWalk, which is scheduled to open in 1996, and will feature two restaurant areas, television and radio broadcast facilities, over 50 television monitors, interactive sports arcade games, and the latest merchandise from ESPN, Disney, and sports teams. The club will be open to everyone without paying admission to Walt Disney World.  
**No. 271-9A P.J.M.**

# GP SPORTS

*Doug Brumley, Editor*



The indoor option features a walled-in playing area that makes things happen even faster! But what's the deal with the wooden floors?



teams to pick from — each featuring real player names — and a team editor lets you modify

Game modes include the World Cup, world tournaments, and world leagues, but be sure to practice before jumping into action.

adapter makes room for five players on the field simultaneously.

The game only suffers two major drawbacks. The first is that the computer, not you, determines

## ELITE SOCCER

Publisher: GameTek Developer: Rage S/w • now available • \$64.95

**Y**ou're gonna experience a bit of déjà vu when you get a look at GameTek's *Elite Soccer*. Don't be alarmed. Visually the game is strikingly similar to Atlus' year-old release *World Soccer '94: Road to Glory*, and for good reason. The same engine is used in both games — the very engine that was the driving force

behind the success of *Striker* in England. But the more recent *Elite Soccer* takes another step by including updated team rosters and even more play options.

Fast-paced action is the name of this game, but the controls are up to the challenge and surprisingly allow you to hold your own. There are 32 international

everything from home and away uniform colors to player's names. And while on the topic of options, it should be noted that *Elite* is loaded with them. For example, you can choose between an indoor and outdoor setting, select a poor, fair, or tough ref, and decide to compete with each teams' given attributes or set the two equally. A multiplayer



The play speed is fast and furious, but solid controls make it easy to dribble, shoot, and defend.



who you control. While it's not a huge problem, it does cause its share of costly mistakes. The other is a technique that can be used to score fluke goals. There's a certain area on the field from which you can boot a long ball that usually confuses the goalie no matter who you're playing. It doesn't work every time, but often enough to make things just a bit too easy.

*Elite Soccer* isn't the detailed representation of soccer that you might find with a game like *FIFA*.

Instead of a slower, more controlled game, *Elite* offers a full-throttle end-to-end soccer shootout that scores in the fun department.



Net a goal and get a look at your striker's attributes as he celebrates.

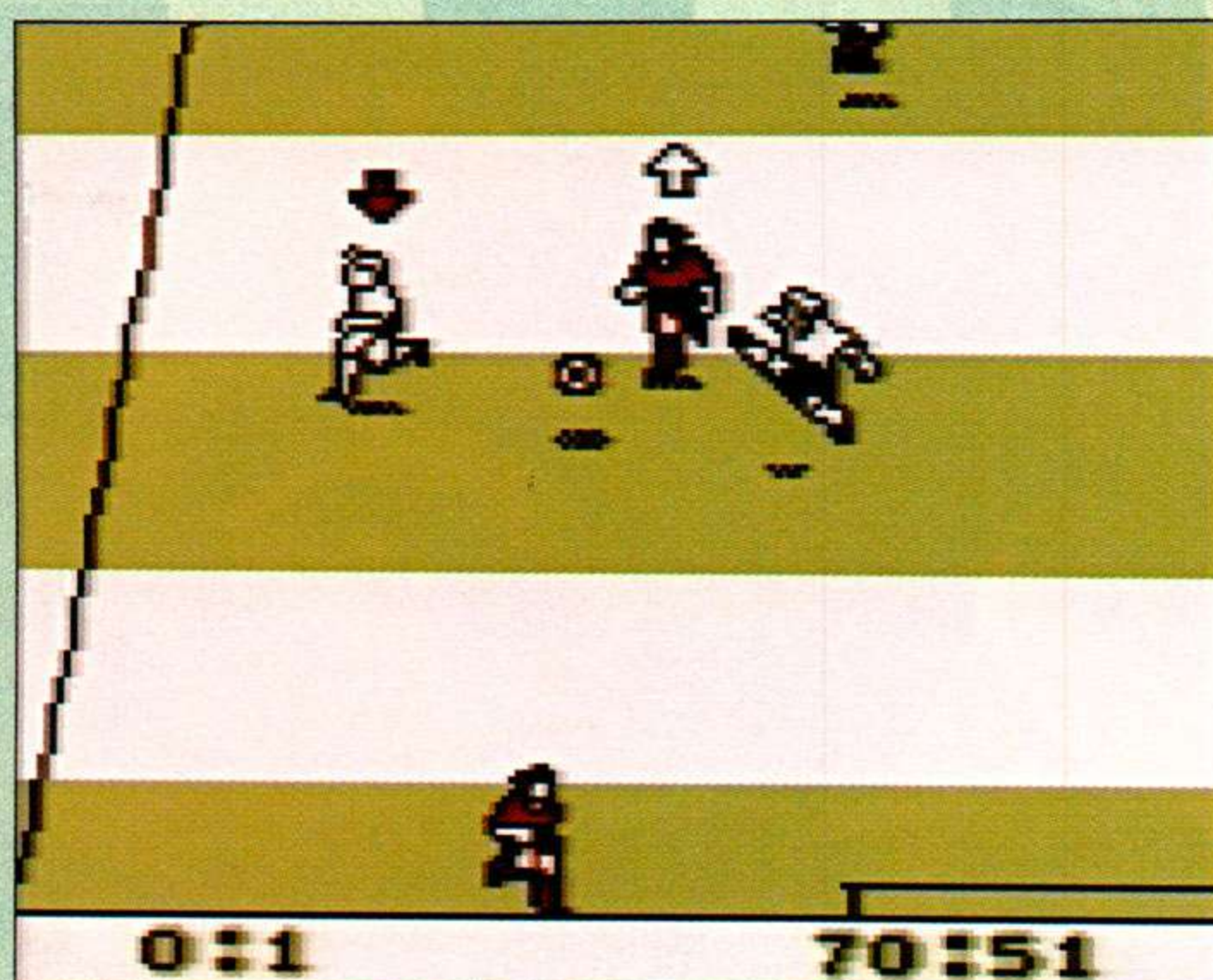


Make a team your own by customizing everything from the color of the socks to the team name.

## RATINGS

- 6 GRAPHICS
- 8 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 8 CONTROL
- 8 REPLAY VALUE

OVERALL **84%**



It's fairly easy to build up a potent offensive attack thanks to simple passing controls.

**Publisher:** Game Tek  
**Developer:** Rage  
**Sw/Denton Designs •**  
**now available • \$34.95**

**W**ith their new release, *Elite Soccer*, making its way into homes across the country, GameTek has also produced one for the road. *Elite Soccer* for Game Boy is a scaled down version of its SNES relation, offering only 24 international teams and a few less options. The graphics, even with the help of Super Game Boy compatibility, are simplistic and occasionally succumb to a bit of flicker and tear. Many of the set-up screens remain black and white even when running through the Super Game Boy adaptor, but the playing field is brightened by a few colors.

Three varying game speeds allow you to adjust the pace of the action to your liking. Other options include modifying the weather, wind speed, and goalie skill. The game's controls are responsive and easy to learn, and game play is simple enough for anyone to get a quick handle on. Nothing about *Elite Soccer* for Game Boy 'wows' you, but considering the surprisingly few portable soccer titles available, *Elite* fills the void adequately with a simple, yet fun, soccer simulation.

Make adjustments to your squad based on each player's degree of skill in eight categories — notice that real-life players are included.

## RATINGS

- 6 GRAPHICS
- 4 MUSIC & SOUND
- 8 BELLS & WHISTLES
- 8 CONTROL
- 7 REPLAY VALUE

OVERALL **70%**

## STADIUM DETAILS

NAME: CITRUS BOWL  
 LOCATION: ORLANDO  
 YEAR BUILT: 1976  
 CAPACITY: 70188  
 ATTENDANCE: 68200

AVERAGE DAILY TEMP: 81 F  
 WEATHER: CALM  
 REFEREE: TOUGH  
 MATCH LENGTH: 2 MINS

MATCH: P U.S.A. SHITZ. C

RAGE SOFTWARE CONTINUE GAME

Weather reports and stadium information are just a few of the bits of info provided before each match in World Cup mode.

1	NEDLA	SPEED	[bar]
2	WANKS	CONTROL	[bar]
3	FRANSTRONG	SHOOTING	[bar]
4	WINDISCH	TACKLING	[bar]
5	TRITTSCHU	STRENGTH	[bar]
6	BLISS	AFTOUCH	[bar]
7	FRANKS	PASSING	[bar]
8	DAVIS	HEADING	[bar]
9	HARKES	INJURY	[bar]
10	MURRAY		
11	WEEGERLEY		
12	EICHMANN		
13	KLOPPIS		
14	HEATHER		
15	VOLLES		
16	STOLLMEYE		





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# NBA LIVE '95

Publisher & Developer: Electronic Arts •  
now available • \$64.95

**TEPPS KEY PLAYERS**

SPREWELL	MAXWELL
SG	SG
PTS	PTS
REB	REB
AST	AST
STL	STL
BLK	BLK

10 12  
2 0  
2 1  
4 1  
0 1

You don't get to chew your players out at halftime, but you do get to check out each team's key performer.

**TEAM SCHEDULE**

← DEC 10 →

BOSTON AT ORLANDO

STANDINGS LEADERS TRADES

From the team schedule screen you can trade players, access standings and league leaders, or play/simulate your next game.

The game uses a television broadcast approach, including TV-style superimposed graphics, for added realism. The sideline angle has given way to a *FIFA International Soccer* perspective in which the court runs from the bottom left of the screen to the upper right. Although the view fails to show an entire half of the court at once, it does offer a fairly large look at the playing area. Smooth moving players, incredible animations, and attention to detail give *Live '95* a very professional appearance, just like watching a game on TV. The on-screen players look so realistic that you often know



A new perspective — designed to provide a better view of the players — is the game's most noticeable change, along with the atmosphere-enhancing, TV-style graphics.

who they are without even glancing at their jersey numbers.

But there's more to this game than a snazzy cover — much more. Turbo and shove features similar to those in *NBA Jam* have been added to the standard jump, shoot, and steal maneuvers, allowing for an incredible amount of control. It's even possible to pass the ball, retain control over the passer, and call for the ball when you've found an opening. Give your offense some organization by using the L or R button and the directional pad to call one of eight available plays before inbound the ball. These plays change when you switch your team's offensive set — from a motion to a high post offense, for example. There are defensive formations as well as double-teaming and board-crashing options available for advanced players to experiment with, too.

All 27 NBA teams, two All-Star teams, and four customizable teams are available, and a multi-

player adaptor lets up to five players take the court at once. Each team features complete rosters (except for Sir Charles, who already has his own game) and each player comes with his complete 1993-94 stats and ratings in 16 skill categories. Trades let you fulfill your general manager dreams, although you're restricted to dealing between starting line-ups only. Three battery back-up slots allow you to save your progress in seasonal or playoff modes, and the game even keeps track of your own personal stats.

Take heart, hoop fans. Your sport has been represented in a video game like no other. *NBA Live '95* captures the look, attitude, and strategy of professional roundball and, in true NBA tradition, I must say, 'I love this game!'

## RATINGS

- 9 GRAPHICS
- 9 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 9 CONTROL
- 10 REPLAY VALUE

OVERALL

97%



The only thing better than the impressive array of slams is the inevitable taunting that follows.





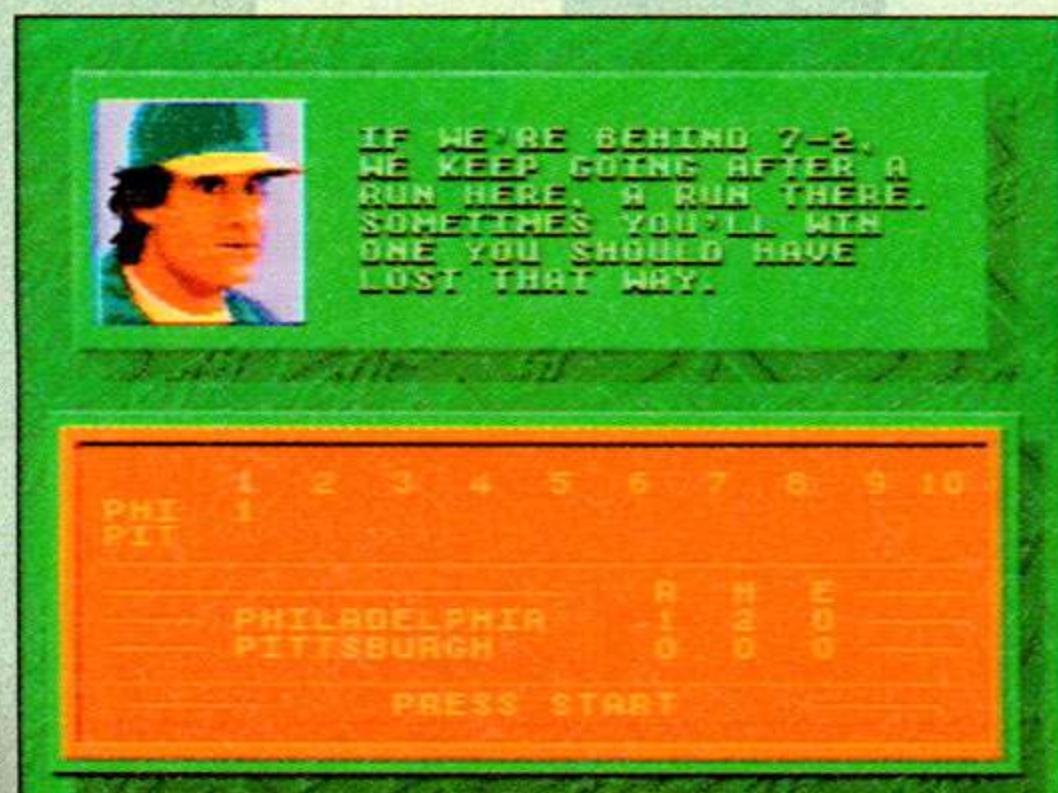
# LA RUSSA BASEBALL '95

**Publisher:** Electronic Arts •

**Developer:** High Score Productions •

**now available • \$64.95**

Anyone who plays sports games could testify to the fact that EA Sports leads the pack with several of its sports video games. When it reproduces the sports of basketball, hockey, football, and soccer on a cartridge, the end result is usually a must-buy. For some reason that trend doesn't continue when it comes to America's pastime. Earlier this year the folks at EA Sports released *MLBPA Baseball*, a so-so baseball game that focused more on arcade-style action than strategy. Now they are following that up with a more strategy-oriented product, *La Russa Baseball '95*, that again falls short of the high standard set by EA Sports in other areas of sport video gaming.



The game's graphics and sound won't leave a lasting impression on you, but the bells and whistles provide the game with the drive it needs to remain entertaining from day to day. Each of the league's 28 teams features a roster fully-stocked with its respective major league players and their 1993 statistics. Choose from six replica major league stadiums for the setting of a pre-season or season contest that can be played by one or two players. Seasonal play can consist of either 162 games, three

As a club manager, it's your job to juggle your batting order or pitching rotation and make trades to best prepare for upcoming match-ups.

Two custom teams allow you to recruit any player in the league and play out your fantasies.

The standard centerfield camera view is one of four perspective choices. A second view looks on from behind home plate and the other two follow the home or visitor throughout the game, with different views for offense and defense.



A large shadow on the field gives you a general idea of where to place your fielder, then it shrinks as the ball nears the ground.

The A's skipper makes appearances between innings to give insights on the finer points of baseball, but these can be repetitive.

games against each league opponent, or one game against each league opponent

and culminates in playoffs and a championship series. Nineteen pitching and 27 player position stats are compiled and saved along the way. Unfortunately, the seasonal menus are a bit difficult to wade through because of a cumbersome interface.

The on-field controls are similar to those found in other baseball simulations — push a direction to pick a certain pitch or style of swing and then press the C button to execute the desired selection. You're supposed to have the ability to determine where the pitch arrives around the strike zone (high and outside, for example) but questionable control from the mound leaves you unsure about the final destination of each ball you throw. Control is

further complicated by the fact that the computer selects which fielder you can move and often changes from one fielder to another as line drives approach or pop flies fall.

Many baseball titles on the market already include as much (or more) team management and statistic crunching as *La Russa* and surpass it when it comes to on-field play. While this is a solid baseball sim, players who buy it because of the EA Sports brand on the box may be surprised.

## RATINGS

7

GRAPHICS

7

MUSIC &amp; SOUND

9

BELLS &amp; WHISTLES

7

CONTROL

8

REPLAY VALUE

OVERALL

77%



**WELCOME TO  
UNNECESSARY  
ROUGHNESS.  
YOU'RE ABOUT  
TO WEAR  
YOUR BUTT  
FOR A HELMET.**



Players juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear.

Slam the high-impact button at the right

**UNNECESSARY  
ROUGHNESS '95**

moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

It's Unnecessary Roughness for the Sega™ Genesis™. It's about football. About winning. And about leaving the field under your own power.



# SPORTS ILLUSTRATED GOLF CLASSIC

**Publisher:** Malibu Games • **Developer:** Unexpected Development • **now available** • \$29.95

**C**an you imagine a golf game without precise measurements for your club swing? Now you don't have to, thanks to *Sports Illustrated Golf Classic* for Game Boy. Binding



Super Game Boy compatibility gives the courses a healthy green appearance and tosses in a creative ball and tee border, too.

controls reduce the world's most experienced pro to a duffer on either of the courses offered on the cartridge.

Getting onto the course is simple enough. Choose from a four player selection (two pros and two amateurs), then pick one of the two courses. A single player is reduced to practicing a course, while two players can compete using either the stroke or match play methods of scoring.

The trouble comes when you have to swing a club. Before you draw back the club, you must set a variety of parameters like aim, club choice, and ball spin. To hit the ball you hold the A button until

PLAYER 1 SELECTION		
NAME	SKILL	M/F
N BETTS	AM	F
E SCOTT	AM	M
I SANDS	PRO	F
K KOMAI	PRO	M
PRESS A TO ACCEPT		

There's a crop of four players to choose from — amateurs have slower swings that are easier to control.

the club reaches the desired backswing height, then hit the button again at the moment the club connects with the ball. There are no power meters or delineated marks to use for reference; all your determinations are made from a small animated golfer swinging a club on one side of the screen. This lack of control can really hurt your short shots.

Drawing the club back only a small percentage of the total and still connecting squarely is frustratingly difficult. The putting process is set up differently but includes just as much guesswork.

Apart from the control problems, *S.I. Golf Classic* looks and sounds good and is simple to understand. However, the incredibly vague control processes seal this game's fate. Just grab your clubs, hop in your golf cart and steer clear of this one.

## RATINGS

- 6** GRAPHICS
- 6** MUSIC & SOUND
- 4** BELLS & WHISTLES
- 3** CONTROL
- 4** REPLAY VALUE

**OVERALL 37%**

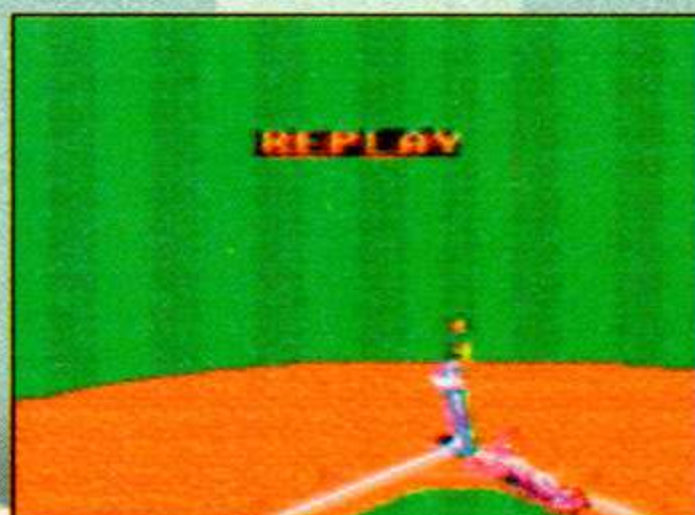
# R.B.I. '94

**Publisher & Developer:** Time Warner • **now available** • \$39.95

**W**ith baseball on an indefinite hiatus, it's anybody's guess as to when (or if?) players will take the field again. Fortunately, you video game sports fans aren't at the mercy of bickering owners and players and can squeeze in nine innings whenever you feel like it. The league may have shut down, but baseball cartridge manufacturers sure haven't.

Time Warner's latest contribution to the field is *R.B.I. '94* for Game Gear. Colorful, smooth-moving graphics and easy-to-learn game play are the highlights, and a selection of

The Game Gear version uses the same art that was used on the Genesis. Smooth pitching and batting animations are the highlights.



Take a second look at that close play with the instant replay feature.

impressive teams from the recent past are added to the 1993 28-squad list. There's only single-game play, but when two teams from the same league are chosen they automatically engage in a seven game series complete with passwords. Each hitter's stats are limited to batting average and homers, and pitchers are only classified by their earned run averages and whether they're right or left handed. As you can see, *R.B.I. '94* isn't trying to be an in-depth baseball sim. However it does bring to Game Gear the exciting action that made the original *R.B.I.* such a popular arcade game.



The only factor that limits the potential fun of this game is control, which can be especially nerve-racking on defense. The biggest problem is caused when your own players stand between the thrower and the intended base. For example, you field a ball near the foul line in right field and want to throw to home plate to catch a runner trying to score. The throw will be cut-off by the first baseman automatically as it

passes by him and your chance for an out at the plate is blown.

*R.B.I. '94* is a solid game in all areas except for its few control problems. But the one problem that could really hurt the game is the fact that it's a '94 title coming out when most other companies are releasing their '95 titles. But then again, who knows if there's going to be a '95 season for baseball or if the strike will continue?



A standard baseball linescore is only a button away at any given time.



All the 1993 teams are included and several franchises feature other successful squads from the recent past.

## RATINGS

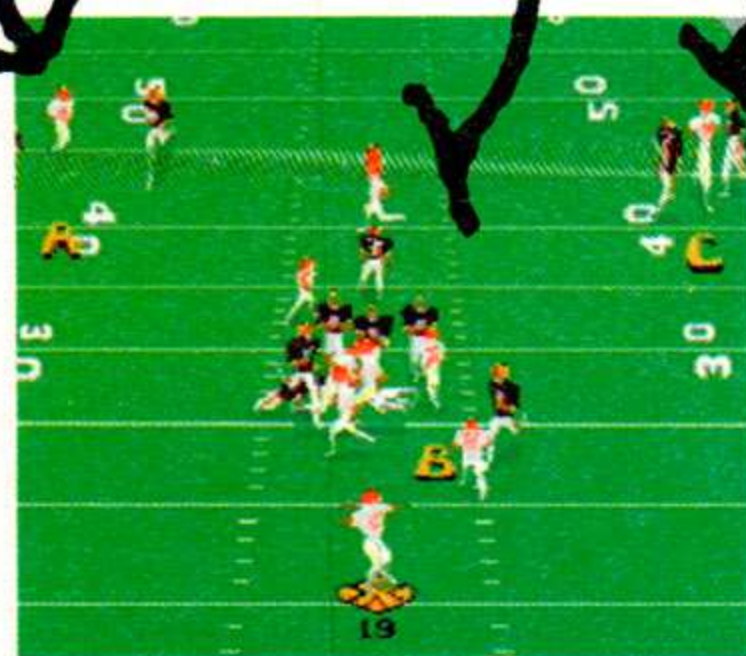
- 7** GRAPHICS
- 7** MUSIC & SOUND
- 7** BELLS & WHISTLES
- 6** CONTROL
- 7** REPLAY VALUE

**OVERALL 72%**



# FROM NOW ON, ALL FOOTBALL GAMES WILL BE JUDGED ON A SCALE OF 1 TO MADDEN '95.

"If you want, you can pass without windows to better see those receivers getting open down field."



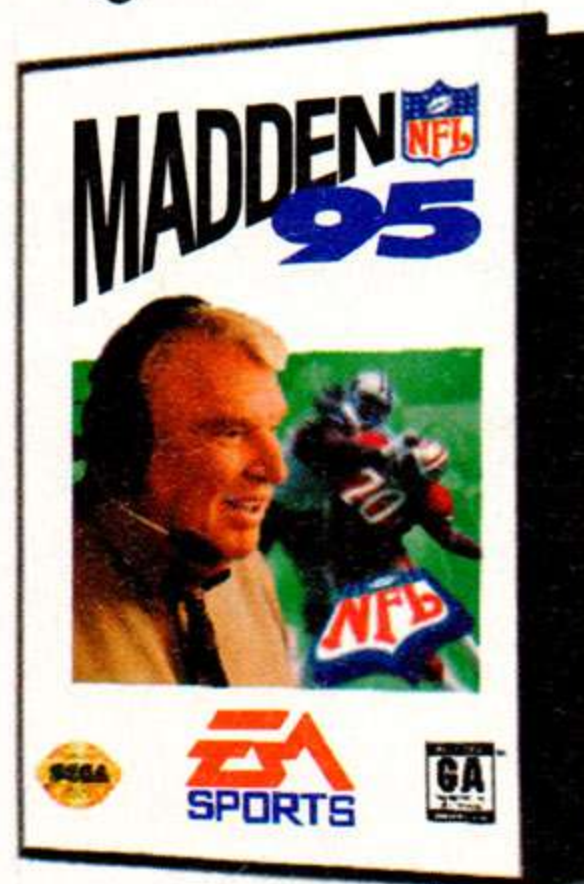
"Grab a couple of guys, get a tournament together, and go at it."

"When you got all those big guys out there bangin' around, injuries are bound to happen."



"BOOM! That one knocked the stuff right out of his locker."

"This year we got the real players. Names. Numbers. They're in the game."



It's in the game.™

"You gotta' have a full team. 48 of the best guys you can round up. Then bring 'em in and out at will."



"Pilin' em up. Pilin' em up. Season long player stats tell you who's pullin' their weight."



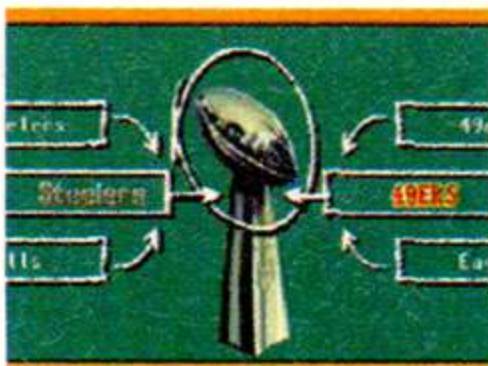
"This is what it's all about."



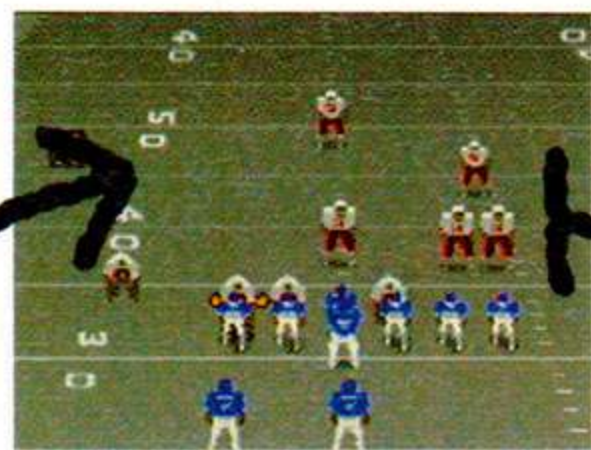
"Hey, after a tough day at work you wanna' do a little celebrating. Every year it's something new. Just ask Givins and Hill."



"After a whole season of running, passing and hitting, it's a shame only one team gets to go home carrying this."



"Some backs just high step right over you, others go right through you with a straight arm. Marshall Faulk might do both."



"The Cardinals 46, the Bucs Pirate, defenses from around the league. The real stuff."



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# Report To The Bridge.



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.

Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... **BOLDLY GO WHERE NO ONE HAS GONE BEFORE™**.

## STAR TREK THE NEXT GENERATION

"Future's Past"

Spectrum  
HoloByte

SUPER NINTENDO  
ENTERTAINMENT SYSTEM



Also coming soon on IBM CD-ROM and 3DO.



# THIS HOLIDAY SEASON A GUY IN A SUIT IS COMING TO YOUR HOUSE WITH SOME INCREDIBLE GOODIES.

(and you don't even have to sit on his lap)

**Game  
Players**



present

**EARTHWORM  
JIM**

**Holiday Gift  
Extravaganza!**

What?! You were expecting a fat guy in a red suit?

Don't wait for Santa! (I mean, are reindeer really dependable transportation?) Fill out this entry form, stick it in an envelope, and send it in today! You could win all this neat stuff!

## Grand Prize

- a limited edition *Earthworm Jim* animation cel (courtesy of the cool artists at Shiny Entertainment).
- an *Earthworm Jim* video game and game system of your choice (Super Nintendo or Sega Genesis).
- an official *Earthworm Jim* toy box (chock-full of great Playmates toys).

## First Prize

- an official *Earthworm Jim* T-shirt
- an *Earthworm Jim* video game for your choice of system
- a one-year subscription to *Game Players*, the best video-game magazine on the planet!

### And now, some fine print from our lawyers:

No purchase necessary. Contest is open to residents of the United States and Canada with the exception of

employees of GP Publications, Playmates Toys, Shiny Entertainment, their families, and that wacky bird, Pay-Crow.

To enter, print your name, age, and address (including city, state, and zip code), plus your telephone number (don't forget the area code) on the provided entry form or on a 3x5-inch index card or standard postcard. One entry per household, please (we mean it!). Mail all entries to:

**Earthworm Jim's Holiday Gift Extravaganza;  
P.O. Box 29364; Greensboro, NC 27429.**

All entries become the property of Game Players. All taxes (federal, state, and local) are the responsibility of the winner. No cash prize or substitution are allowed. Offer void where prohibited, regulated, or restricted by law. All entries must be received by December 31, 1994.

GP Publications is not responsible for misdirected, lost, or unselected entries — so don't call or write us wondering why your entry wasn't selected. Editor's choice is final. Odds of winning are determined by the number of entries received by the contest deadline. The prize winners will be selected in a random drawing on January 20, 1995 and winners' names will appear in an upcoming issue of *Game Players*. *Earthworm Jim's* Holiday Gift Extravaganza is brought to you by Playmates Toys, *Game Players* and *Earthworm Jim* (who do you think is buying all these toys).

*Earthworm Jim*™ & © Shiny Entertainment 1994.

### Earthworm Jim's Holiday Gift Extravaganza PLEASE PRINT ALL INFORMATION

#### Send entry form to:

Earthworm Jim's Holiday Gift Extravaganza

*No Game Players*

P.O. Box 29364  
Greensboro, NC 27429

Name: \_\_\_\_\_

Age: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone (area code first): \_\_\_\_\_

If I had a reindeer I'd name it: \_\_\_\_\_  
(Jim wants to know)



# NOW PLAYING

So many games to play... and so little gaming time. Make the most of your time in game land by checking out our scores here first. That way, all of your game time will be time well spent, instead of time regretted!

## AH-3 THUNDERSTRIKE

JVC FOR SEGA CD  
● review, 7#1



So it's not a flight sim — no big deal. Despite a few annoying quirks, it flies like a dream. *Thunderstrike* is hard-core action at its finest.

OVERALL 90%

## ALADDIN

SEGA OF AMERICA FOR GENESIS  
● Game Gear review, 7#5  
● strategy, 6#11 and 7#2



One of the best action games ever, this has incredible graphics and animation (thanks to the Digicel process), tons of humor, and, of course, great action.

GENESIS 90% • GG 94%

## ANIMANIA'S

KONAMI FOR SNES AND GENESIS  
● review, 7#12



A fantastic cartoon tour-de-force. Excellent graphics, music, and game play combine to make this a game that both young and old can enjoy!

SNES 90% • GENESIS 83%

### ALFRED CHICKEN

Mindscape for SNES; review, 7#8

Unlike that famous old Southern gentleman, Mindscape didn't do chicken right. Poor graphics and a one-hit-and-you're-dead mistake factor make this a takeout order that you should probably just forget.

OVERALL 64%

### ASTERIX

Electro Brain for SNES; review, 7#6

Based on a French comic strip, this platform action game is filled with great graphics and a humorous storyline. Go grab some magic potions and get ready to crack some heads.

OVERALL 74%

### ASTERIX AND THE GREAT RESCUE

Sega of America for Genesis; review, 7#7

As either Asterix or his pal Obelix, you must complete six grueling levels to reach Getafix. You can pick up special items, but they're activated only by drinking a bottle of potion. Great graphics can't save limited play control.

OVERALL 61%

### BALLZ

P.F. Magic for Genesis; review, 7#9

Yes, it's called *Ballz* and no, it doesn't have any. The 3-D graphics make it hard to connect with an opponent which, by the way, all kinda look alike. If you're a fan of spitting, farting or whacking folks with baseball bats, you might enjoy this.

OVERALL 73%

### BATTLECORPS

Core Design for Sega CD; review, 7#10

Don't look now, but those damn tin cans are on the warpath again! Grab your can opener and let's rock! But wait! Aside from that stomping sound, you might as well be in a tank. There's no walking combat action here.

OVERALL 71%

### • BILL WALSH COLLEGE FOOTBALL '95

Electronic Arts for Genesis; review, 7#11

A great college football simulation with new player art and animation that now allows up to four armchair athletes to simultaneously take the field in any co-op or competitive combination. Don't let this one fumble through your fingers.

OVERALL 87%

### BLACKTHORNE

Interplay for SNES; review, 7#9

A smooth-scrolling action game with unusual weapons (a shotgun?), and even more unusual game play (you can shoot your own men?). Excellent graphics and a moody sound track aid you in your quest to kill all the bad guys.

OVERALL 87%

### BONK'S ADVENTURE

Hudson Soft for NES; review, 7#7

A terrific translation of the original Turbo-Grax-16 version. You've still got your mid-air spins, wall bites, and, of course, plenty of bani-bana flowers and bonus levels.

OVERALL 87%

### BRAIN LORD

Enix for SNES; review, 7#8; strategy 7#9

This game is kinda like a wrestler with brains. You know, massive strength, lightning speed and a violent disposition coupled with a brain that can do more than just string simple words into sentences like: 'Me hungry. Eat now.'

OVERALL 78%

### BREATH OF FIRE

Square Soft for SNES; review, 7#8

You and your band of adventurers search the land for the seven Goddess Keys in an RPG that some players may find to be too short, but packed with fine features.

OVERALL 87%

### BRUTAL: PAWS OF FURY

Gametek for Sega CD; review, 7#9

So you wanna be an animal, huh? *Brutal: Paws of Fury* is just the ticket you've been waiting for. The special moves for each character take some practice and, until you master them, be prepared to become fodder for all your enemies.

OVERALL 77%

### BUBBA 'N' STIX

Core for Genesis; review, 7#8

Let's get one thing straight: this cart is definitely not 'Close Encounters of the Third Kind'. This is wild, whacky mayhem at its best! Help save the earth today!

OVERALL 77%

### CHAMPIONSHIP SOCCER

Sony Imagesoft for Genesis; sports, 7#7

The action is fast-paced and moves smoothly around the field. Skills such as passing and shooting require only the touch of a button, but they can be made more difficult by increasing the skill level.

OVERALL 82%

### CHAMPIONS WORLD CLASS SOCCER

Flying Edge for Genesis; sports, 7#7

The game offers 32 teams representing countries from around the globe. Unlike the SNES version, there's no announcer replaying key footage between halves, and you can't modify teams or substitute players either.

OVERALL 57%

### CJ: ELEPHANT FUGITIVE

Codemasters for Game Gear; review, 7#7

Guide the headstrong pachyderm back to Africa, keeping enemies at bay with an endless supply of projectile peanuts. Sharp graphics, smooth control, and a unique storyline keeps ya comin' back.

OVERALL 76%

### CLAY FIGHTER TOURNAMENT EDITION

Interplay for SNES; review, 7#8

A rehash — albeit an excellent one — of *Clay Fighter*. If you let *Clay Fighter* slip by you the first time, then you should definitely get your hands on this.

OVERALL 88%

### COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

Sega of America for Genesis; review, 7#9

Great graphics, excellent control, killer sound, three levels of difficulty — what more could you want? This thing even has authentic fight songs from 32 different colleges.

OVERALL 91%

### COLUMNS III

Vic Tokai for Genesis; review, 7#6

This puzzle cart has it all — up to five-player simultaneous action (provided you have a multi-player adaptor), bad guys, bosses, spells, and tons of secret weapons! Clear jewels from the screen in this gem of a game.

OVERALL 87%

### CONTRA: HARDCORPS

Konami of America for Genesis; review, 7#10

A killer assault-type game that lets you blast away at anything that moves! At times you're offered a choice as to how to proceed — do you return to defend your base or do you press the attack?

OVERALL 92%

### What YOU think

I am a great RPG fan and I love a good game. *Final Fantasy II* was one of my favorites and I'm sure *Final Fantasy III* will be one of my favorites, too. I think the least it should have gotten would be 100%, not the 98% that you gave it!

— Craig Wong, Levittown, NY

### CRAZY CHASE

Kemco for SNES; review, 7#9

Diagonal scrolling is just about the only thing this game has going for it. There aren't enough levels and the game is ridiculously easy. Maybe just the thing for your kid sister!

OVERALL 66%

### DARK WIZARD

Sega of America for Sega CD; review, 7#6

It sounds like a traditional role-player, but *Dark Wizard* is really more of a war game and is best suited to players who like their games heavy on the strategy.

OVERALL 76%

### THE DEATH AND RETURN OF SUPERMAN

Sunsoft for SNES; review, 7#8

Superman's return from the dead may have most gamers wondering 'Why did he bother?' in this repetitious comic-book style video game.

OVERALL 69%



# BONK JAMS!

**Head bangers unite.**

**Bonk is back!** And he's more psycho than ever. Not only does Bonk have a massive cranium for bashing mutant sludge, and a strong set of molars for scaling tall buildings, but he's also got the power to get small...Get big...And get rabid as the hot-headed Kronk.

Jam with *Super Bonk™* on your Super NES®. It's like living one of those hippie songs your parents used to listen to—without having to wear the goofy clothes, of course.



King Drool and his gang of Droolkins are back—and they're packing nose lasers and lightning balls.



What a trip...Inside a dinosaur. Through the Milky Way. Even down inside a soda straw.



Mmm, candy. One piece makes you large. One piece makes you small. One piece makes you, uh...a Big Kronk!?!



**ALSO AVAILABLE!**  
*Bonk's Revenge™* For  
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# REALITY BYTES.

The evil **CyberJobe** is attempting to break out of virtual reality and take over the global computer network. You must enter his virtual realm, overcome his puzzles and obstacles, and prevent CyberJobe from destroying **your** reality. Try a byte of both – two completely different games for the Sega CD and Genesis.

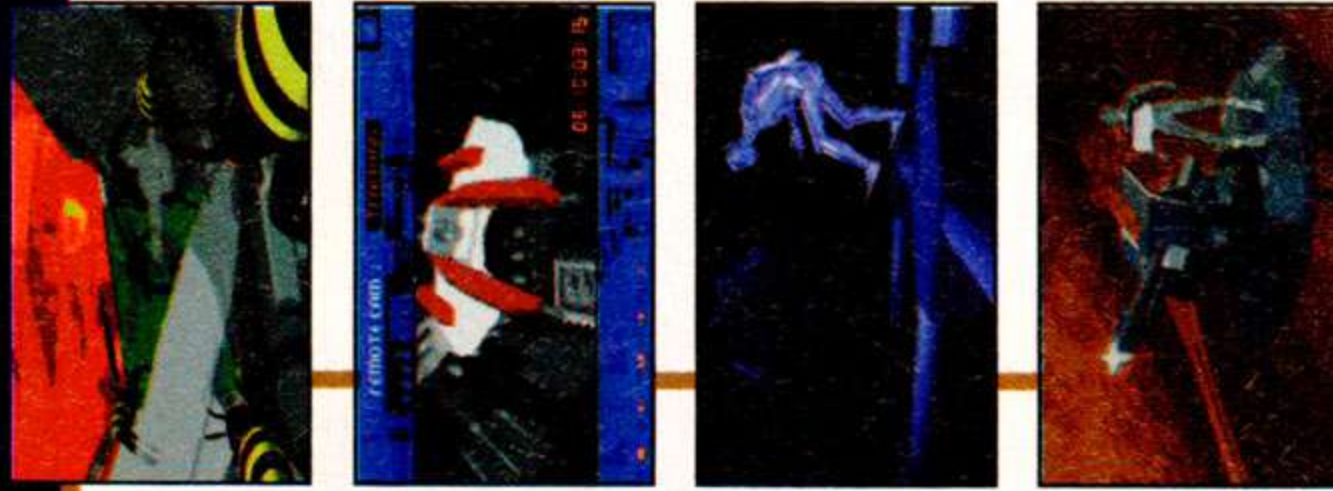
BYTE DOWN HARD.

SEGA CD™



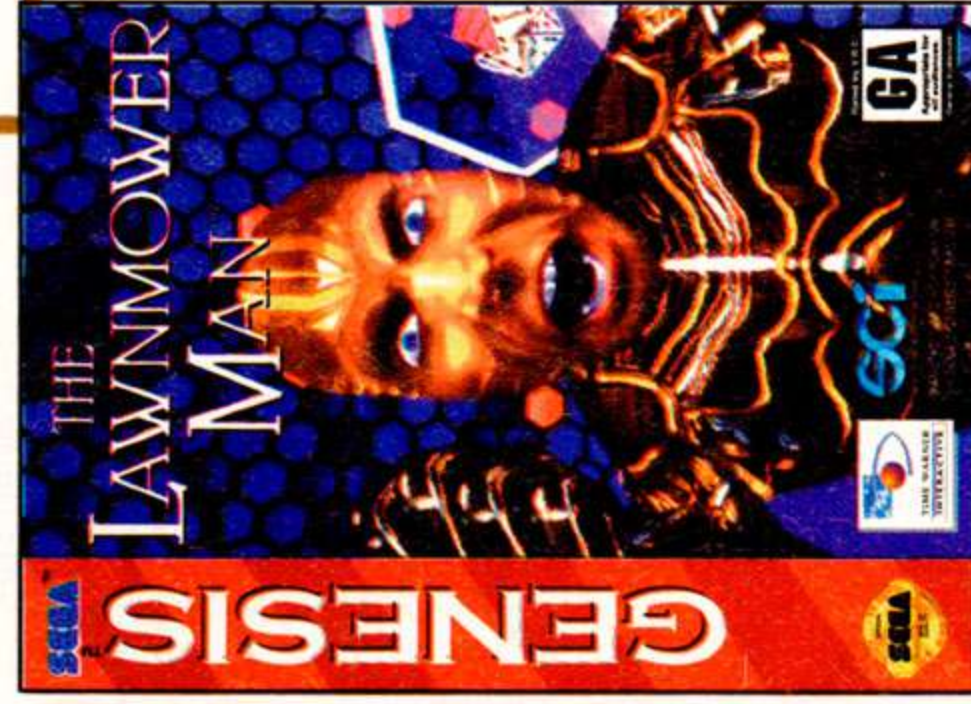
You'll realize that this is unlike any other game you've ever seen as you become part of this **interactive virtual reality**. Guide Dr. Angelo through original puzzles, "cinematic" style platforms, and fly-through sequences that capture the look, feel and quality of the blockbuster film. A unique, dedicated CD adventure from which you may not escape.

- Stunning interactive 3D graphics
- Full-color footage from the movie
- 10 totally different game styles
- 360 degree cinematic panning
- All-new gameplay only on the Sega CD



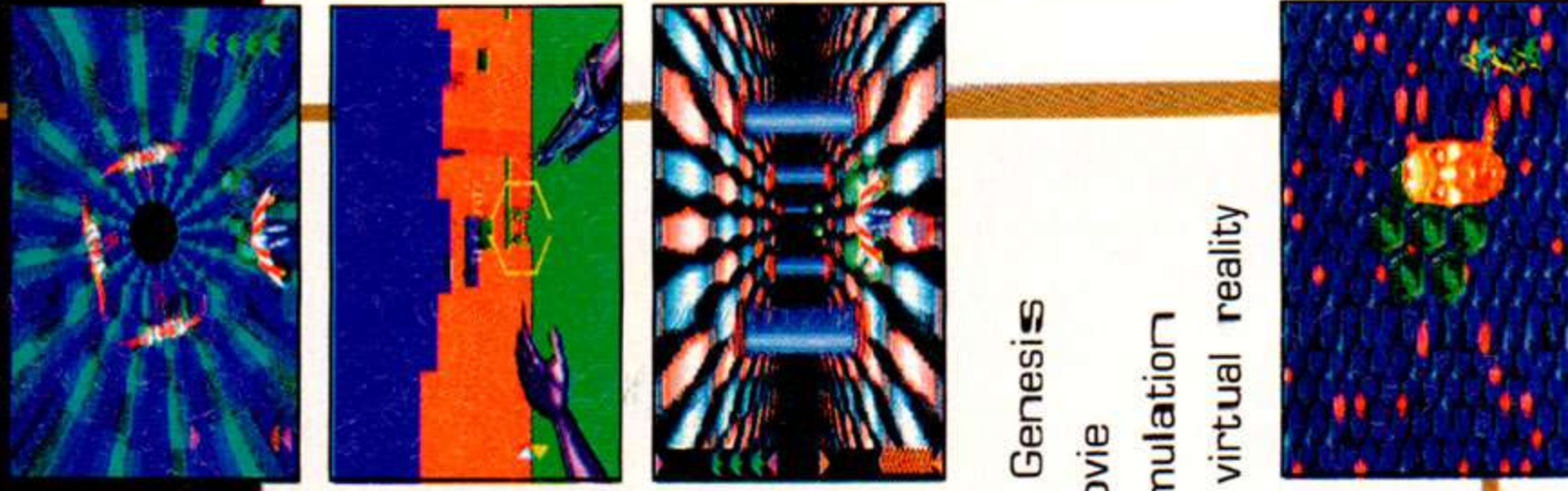
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GENESIS™



Take the role of Dr. Angelo or his friend Carla and stop CyberJobe and his cohorts before they gain control of the worldwide computer network! Test your intellect and skill through a variety of 3D, driving, flying, puzzle and platform levels, in the ultimate cyberspace battle!

- Graphics never before seen on the Genesis
- Based on the hit science fiction movie
- Side scrolling gameplay and 3D simulation
- Pilot futuristic cyber craft through virtual reality



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# BYTE BACK.



## 5 games to beg Santa for!

He knows if you've been bad or good, but these games are absolutely great!

### 1. Donkey Kong Country

Nintendo for SNES 93%

The big ape is back with more fun than a barrel full of monkeys!

### 2. Earthworm Jim

Playmates for SNES 95% Genesis 96%

You gotta be an early bird and get this worm!

### 3. The Lion King

Virgin for SNES 96% Genesis 94%

Very possibly the game of the year! Roar!!!

### 4. Sonic & Knuckles

Sega for Genesis 95%

More like six games in one! Get this game!

### 5. Mickey Mania

Sony Imagesoft for Sega CD 97%

Incredible Disney-esque animation!

## DONKEY KONG

NINTENDO FOR  
GAME BOY

● review, 7#9



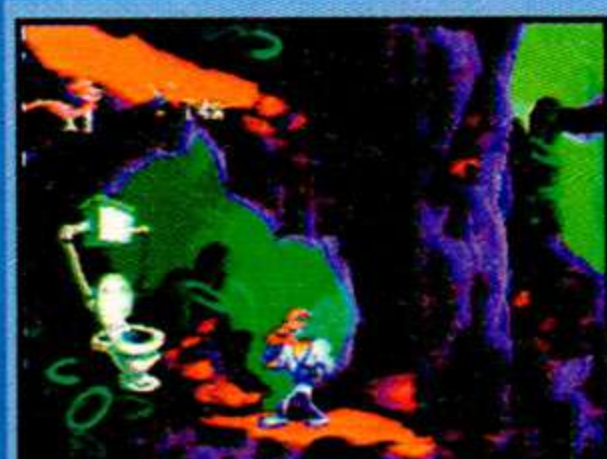
With 101 levels, great controls, and lots of puzzles and action, this game is a must have! Why this didn't come out on a 16-bit format is beyond us!

OVERALL 93%

## EARTHWORM JIM

PLAYMATES FOR  
SNES AND GENESIS

● review, 7#11



Surreal story line, and a great sense of humor make this a fantastic game. Heck, you can even end up in Heck, where demons prance to Muzak! Wow!

SNES 96% • GEN 95%

## FIFA INTERNATIONAL SOCCER

ELECTRONIC ARTS

● SNES, sports, 7#1

● Genesis, sports 7#5



This soccer sim scores, with detailed and diverse animation, stellar sound, a truckload of options, and easy-to-master game play that's totally true to the sport.

SNES 95% • GEN 94%

## DEMOLITION MAN

Virgin Interactive for Genesis; review, 7#7

You get ten levels of blasting and bombing in this game, adapted from the 1993 action movie. With action in both side-scrolling and overhead styles, the game play is varied, with spectacular stunts such as bungee jumping from a helicopter.

OVERALL 78%

## • DEMON'S CREST

Capcom for SNES; review, 7#11

A great action/adventure game in the tradition of *Super Metroid*, that unfortunately, can be beat in a few hours without casting any of the usual spells or using any potions. Aside from these problems, this has all the markings of a great game!

OVERALL 89%

## What YOU think

I read your September issue. I don't see why you gave *Mortal Kombat II* for Genesis such a bad rating. I think the graphics and everything you said wasn't good on it is good. I'm not saying it's better than *MKII* for SNES because I think it's the same game.

— Brandon Williams, Petal, MS

## DESERT SPEEDTRAP STARRING ROAD RUNNER AND WILE E. COYOTE

Sega of America for Game Gear; strategy, 7#6

Plenty of levels to explore, but they don't change all that much. And Wile E. Coyote doesn't appear nearly enough. The graphics are good, but everything from control and music to sound effects are average.

OVERALL 59%

## • DICK VITALE'S AWESOME BABY! COLLEGE HOOPS

Time Warner for Genesis; review, 7#11

Rough-edged basketball cart takes a first-person perspective that makes completing passes and setting up plays a chore. Ol' Dicky garbles his usual euphemisms, but these repeat themselves too often to be exciting. Leave this one on the bench.

OVERALL 46%

## DIG & SPIKE VOLLEYBALL

Hudson Soft for SNES; sports, 7#6

A fairly fun game to play, but it grows stale after a while. It's one of those games that really needs multi-player compatibility.

OVERALL 64%

## DINOBASHER

Codemasters for Game Gear; review, 7#6

This stars a surprisingly likable character in a cartoony atmosphere. It plays well and may interest you at first, but it's not a strong enough game to hold your attention for long.

OVERALL 56%

## DOUBLE DRAGON V: THE SHADOW FALLS

Williams Ent. for SNES and Genesis; review, 7#7, 7#10

This is a nice little brawler that's better suited for younger players who haven't been 'desensitized' by the blood in *Mortal Kombat II*. It's adapted from the TV cartoon instead of the earlier *Double Dragon* games, but that's a bonus after the last few.

SNES 74% • GEN 65%

## DRACULA UNLEASHED

Sega of America for Sega CD; review, 7#7

The search for Dracula takes you around London, dropping in to visit various characters, picking up clues and items. Its cheesy atmosphere makes this sequel of sorts to *Dracula* hard to resist, like a jugular vein to a vampire.

OVERALL 75%

## DYNAMITE HEADQUARTERS

Sega of America for Genesis; review, 7#10



You need to learn how to keep your head on your shoulders if you're planning to get ahead in this! But don't blow your top! The action is explosive! You've gotta have this game to get to the head of the class!

OVERALL 96%

## • ELITE SOCCER

GameTek for SNES and Game Boy; sports, 7#12

Simultaneous five player action, updated team rosters, and 32 international teams should have made this the ultimate soccer game, but the computer determines which player you control. This isn't the detailed representation of soccer you'd expect.

SNES 84% • GB 70%

## ESPN 'BASEBALL TONIGHT'

Sony Imagesoft for SNES; sports, 7#6

The 'Baseball Tonight' theme music, sampled voices, and rotoscoped graphics give this a great first impression, but once you sit down for a session or two, you find it just doesn't live up to your expectations.

OVERALL 68%

## • ESPN SUNDAY NIGHT NFL

Sony Imagesoft for SNES; review, 7#11

An awkward play selection system and graphics that often cause players to disappear from the face of the game puts this football cart somewhat in the basement of its division. This average cart is only for patient and forgiving gamers.

OVERALL 56%

## EYE OF THE BEHOLDER

Capcom for SNES; review, 7#8

A brand new copy of an old, tired idea, complete with a clumsy fighting system and lacking any kind of auto-mapping feature. If your ancestors had ever fought this way, you wouldn't be here now.

OVERALL 63%

## F-I POLE POSITION

Ubi Soft for Game Boy; review, 7#6

This one's got lots of bells and whistles, including an option for simultaneous play with four players via the Game Link video cables. But with that exception, it's a mediocre game.

OVERALL 58%

## FATAL FURY 2 (MA-13)

Takara for Genesis; review, 7#8

What's this? Another 'world tournament' fighting game? Tell you what: if you're totally addicted to fighting games, go out and buy it. You won't be disappointed. If you're not among the 'gotta have it' crowd, don't worry.

OVERALL 81%

## FIFA INTERNATIONAL SOCCER

Electronic Arts for Sega CD; review, 7#10

If soccer is your game, move to Brazil! No, just kidding. This is a great soccer game, with plenty of action and detailed atmosphere. Say, if you can't use your hands in soccer, do you push the controller buttons with your feet?

OVERALL 86%

## FIGHTER'S HISTORY

Data East for SNES; review, 7#6

Seven nations and lots of walks of life are represented in this fighting game. However, it looks and plays a lot like *Super Street Fighter II*.

OVERALL 83%

## FINAL FANTASY III

Squaresoft for SNES; review, 7#10

One of the best RPGs ever, according to Jeff and Chris. If you can't trust them, who can you trust? This game ties for highest scoring game with *Super Street Fighter II*. If you like RPGs, you'll love this!

OVERALL 98%

## FIRE STRIKER

DTMC for SNES; review, 7#6

Designed around a *Zelda*-like map screen, the game boards are a combination of *Breakout* and pinball. While it doesn't have much in the way of graphics, music, or sound effects, this is unexpected fun.

OVERALL 69%

## FORMULA ONE

Tengen for Game Gear; review, 7#6

You can customize your tires, wing angle, and so on to suit the conditions on a particular track in this game, but you can in others, too, so there's not much here to set it apart from the pack.

OVERALL 54%

## FORMULA ONE WORLD CHAMPIONSHIP

Sega of America for Sega CD; review, 7#10

This is just like learning to drive for real. If you don't master all of the moves and put in a lot of time on the tracks, you're not going to win. Great introductory scenes undercut the so-so game graphics.

OVERALL 77%

## FUN 'N' GAMES

Tradewest for Genesis; review, 7#6

An edutainment program that brings music and art to your TV screen. You can create a spectacular masterpiece, compose a thrilling score, or abandon the arts entirely for more traditional arcade mayhem.

OVERALL 86%



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**SEGA CD**



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## 5 games to beg Santa to keep!

These will replace lumps of coal in bad kids' stockings!

### 1. Tip Off

Ubi Soft for Game Boy 34%  
Baseball is bad enough, this game is worse!

### 2. Sports Illustrated for Kids

Malibu for Game Boy 45%  
You'd be better off reading the magazine!

### 3. Nobunaga's Ambition II

Koei for SNES 38%  
The ambition of this game is to make you sick!

### 4. Outrunners

Data East for Genesis 41%  
Nothing more than a waste of time! Yech!

### 5. Paper Boy 2

Tengen for Game Gear 47%  
Go out, get a paper route, get bitten by big dogs. It'll be more fun than this game!

## KEN GRIFFY JR PRESENTS: MAJOR LEAGUE BASEBALL

NINTENDO OF AMERICA FOR SNES

● sports 7#6



A game that captures the fun that made baseball the national institution it is. Responsive controls and entertaining game play are its solid foundation.

OVERALL 90%

## MANSSION OF HIDDEN SOULS

VIC TOKAI FOR SEGA CD

● review 7#5



Rescue your sister by exploring a mansion for clues and hidden objects. This graphic adventure is big on good visuals — and game play's not bad, either.

OVERALL 91%

## MORTAL KOMBAT

[GEN 66 MA-13, CD MA-17]  
ACCLAIM FOR ALL MACHINES

● CD review, 7#5  
● strategy, 6#10



Bone-crunching action (and blood for the Sega!) makes this one of the top fighting games. You'll love those finishing moves! The Sega CD version has a video trailer.

SNES & GEN 90% • CD 72% • GB 78% • GG 82%

### GP RIDER

Sega of America for Game Gear; review, 7#6

The diverse scenery keeps this game moving. Unlike the most recent *Road Rash* outing, the characters and scenery move by quickly enough to maintain the realistic 'feel' of a racing game.

OVERALL 78%

### HAMMERLOCK

Jaleco for SNES; review 7#9

This wrestling game hits the mat like the local cannon fodder after an airplane spin from Hulk Hogan. You could give this game a rent, or you could just count to three. It's out.

OVERALL 80%

### HARDBALL '94

Accolade for Genesis, sports, 7#8

This is actually kind of a 1994 statistical update for *Hardball III*, but, if you're one of those people who sits for an entire summer baking your brains out in the bleachers, this cart is what you're looking for.

OVERALL 85%

### What YOU think

How can you give the *Street Fighter* games better marks than the *Mortal Kombat* games? Your opinions are insane. I think that, overall, *Mortal Kombat II* is more fun than *Super Street Fighter II*. Usually your reviews are right on, but you really bombed this.

— Bailey Webster, Arnooston, NB

### HEART OF THE ALIEN: OUT OF THIS WORLD 2

Virgin Interactive for Sega CD; review, 7#7; strategy, 7#8

This CD is packed to the brim with the original *Heart of the Alien* game and this new sequel. This time you're Buddy and must rescue Lester from your mysterious brethren. Graphics are dated, but the game's so difficult you keep going for hours.

OVERALL 79%

### INDIANA JONES' GREATEST ADVENTURES

JVC for SNES; review, 7#11

A one dimensional side scroller with a few semi-3-D interludes that, while providing a modicum of entertainment, doesn't really live up to the excitement of an Indy Jones movie. Give this one a rent before you sell your whip to buy it.

OVERALL 84%

### INTERNATIONAL TENNIS TOUR

Taito for SNES; sports, 7#6

A wide variety of playing options (particularly the Championship mode, in which you're a touring professional) offer a lot of on-court action. A depth-perception problem makes it difficult lining up a shot.

OVERALL 76%

### JEOPARDY! SPORTS EDITION

Gametek for Genesis, SNES, and Game Gear; review, 7#9

*Jeopardy!* is probably the finest game show on commercial TV. One of the reasons for this is the diversity of questions asked. If you'd like to play *Jeopardy!* and only have to answer sports questions, this is for you.

SNES 70%; GAME GEAR 68%; GEN 66%

### THE JUNGLE BOOK

Virgin Interactive for Genesis and SNES; review, 7#7

Lead young Mowgli through ten treacherous levels, swinging from vines and hurling fruit. Detailed graphics, a catchy soundtrack and solid game play keep you riveted. The Genesis version surpasses the SNES in playability with more weapons.

SNES 84%; GEN 89%

### THE LAWNMOWER MAN

Time Warner Interactive for Genesis; review, 7#10

This side-scroller lets you fly through 'cyberspace' after blasting open access portals. It's OK, but not great. If you've got nothing better to do, get a friend and rent it.

OVERALL 75%

### THE LION KING

Virgin for SNES and Genesis; review, 7#11

Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! This game may prove to be a bit hard for kids, though. You need this game!!!

SNES 96%; GEN 94%

### THE LORD OF THE RINGS

Interplay for SNES; review, 7#6

Ultra small graphics combined with a bland combat system really take the bite out of what could have been a great adventure. Tolkien fans may be the only ones who can make it past the looks and interface of this RPG.

OVERALL 68%

### MADDEN NFL '95

Electronic Arts for SNES; review, 7#11

An updated play book and improved player animation, plus the removal of passing windows make this a winner! Each team has a full 48 man roster and there's an All-Madden team included.

OVERALL 93%

### MARKO

Domark for Genesis; review, 7#11

This is a cheery, little, well animated game that not only lets you defeat the evil Colonel Brown, but you get to recycle aluminum cans along the way! Excellent sound effects add to the politically correct fun!

OVERALL 80%

### MAXIMUM CARNAGE

Acclaim/LJN for Genesis; review, 7#11

Basically the same game as the SNES version, with the usual letdowns. The graphics are a little flat, and the sound track doesn't sound as full. While not as cool looking as the SNES version, this game is still one tough cookie!

OVERALL 80%

### MICHAEL JORDAN: CHAOS IN THE WINDY CITY

Electronic Arts for SNES; review, 7#11

The guy who thought this game up must have been kidding! MJ runs around in a nightmare landscape, killing mutants with basketballs. If this cart had more humor, it might have been better. This is OK for young Jackson fans; otherwise, shine it.

OVERALL 72%

### MICKEY MANIA: TIMELESS ADVENTURES OF MICKEY

Sony for Genesis, SNES and CD; review, 7#10, 7#11

You can't get any other game with Mickey; this is the one! Clips from old Disney cartoons, incredible 3-D modeling, and great scaling and rotation technology make this a game you gotta have!

GEN 96%; SNES 96%; SEGA CD 97%

### MICKEY MOUSE: GREAT MYSTERY CIRCUS

Capcom for SNES; review, 7#10

This is a game for your little brother. You don't want him playing this crappy game on your game system, believe me! Lousy controls and a total lack of replay value are just two of the low points this game has to offer. M - I - C... See ya later, you rat!

OVERALL 58%

### MICKEY'S ULTIMATE CHALLENGE

Hi Tech Expressions for SNES; review, 7#8

A multi-level game that Mouseketeers of all ages can enjoy, although, considering the subject matter, it will probably be enjoyed most by the K through 3rd grade gang.

OVERALL 71%

### MICROMACHINES

Codemasters for Game Gear; review, 7#6

One of the most unique racing carts around. You take control of a very small vehicle and dodge obstacles like cereal and pencil erasers while milk and syrup become road hazards. Bizarre! Also available for Genesis.

OVERALL 85%

### MLBPA BASEBALL

Electronic Arts for SNES and Genesis; sports, 7#4, 7#8

An arcade-style cart that focuses more on action than strategy. Large characters and fluid animations are a big plus, but tough control and a lack of options hold this one back.

SNES 76%; GEN 77%

### MORTAL KOMBAT II [MA-17]

Sculptured Soft for SNES, Probe for Gen.; review, 7#9

It's BAD and it's BACK! Fatalities, mayhem and blood — more blood than you can shake a spine at! (Of course, you have to rip that spine outa your opponent, first!) This plays like a horror movie!

GEN 92%; SNES 95%

### MORTAL KOMBAT II

Acclaim for Game Boy, Game Gear; review, 7#9

These two handheld versions of *Mortal Kombat II* either suck or bite. It's your choice.

GAME BOY 80%; GAME GEAR 85%



# NBA JAM

ACCLAIM FOR SNES, GENESIS AND GAME GEAR

- SNES review, 7#2
- strategy, 6#11 and 7#3



This sports cart has more action than most action games. It does everything right — and it does it with the blazing speed of an action playoff game.

SNES 91% • GEN 87% • GG 83%

# NHL HOCKEY '94

EA FOR GENESIS AND SEGA

- Genesis, sports, 6#11
- Sega CD, sports, 7#3



The answer to a hockey fan's dreams — this cart features NHL and NHLPA licenses, much quicker goalies, and brand new offensive weapons. Icy bliss!

GEN 91% • CD 96%

# SHINING FORCE 2

SEGA OF AMERICA FOR GENESIS

- review, 7#8



There are more puns, neat weapons and hidden rooms to discover than before. Battle scenes still seem a bit repetitive, but, on the whole, this is a gem.

OVERALL 95%

# SSF II

CAPCOM FOR SNES AND GENESIS

- review, 7#7



Four new fighters, each with their own stage, push the number of combatants to 16! Action is the same, but the extras push this one close to perfection!!!

SNES 98% • GEN 96%

# MS. PAC-MAN

Namco for Game Gear; review, 7#7

Guide the familiar little pink-bowed yellow spot as she eats power pellets and avoids... well, you know. This scores big points in the nostalgia department, but it just can't compete in the modern gaming world.

OVERALL 60%

# NATSUME CHAMPIONSHIP WRESTLING

Natsume for SNES; review, 7#7

It may not have been a big arcade hit, but this is still a very strong contender in the sweaty world of video-game wrestling. While there are none of the sport's trademark gimmicks, you get 12 brawlers and over 50 attacks.

OVERALL 84%

# NBA ACTION STARRING DAVID ROBINSON

Sega of America for Game Gear; review, 7#8

This game was probably thought of by an optometrist, whose services you're going to need after straining your eyes trying to control your team, particularly on defense.

OVERALL 64%

# NHL '95

Electronic Arts for SNES; review, 7#11

This year's version of the hockey favorite has a better overhead perspective, players who skate and shoot better and great new check animations that let you knock opponents right off the ice! This is the one!

OVERALL 95%

# NORMY'S BEACH BABE-O-RAMA

Electronic Arts for Genesis; review, 7#7

This is your average side scrolling game: Travel through time in search of hijacked beach babes. Aside from the West Coast surfing humor sprinkled throughout, there's nothing to set this apart from the pack.

OVERALL 54%

# OUTRUNNERS

Data East for Genesis; review, 7#8

Out-dated poop. Ancient caca. To say anything more about this prehistoric auto racing cart would just be a waste of our time, and yours.

OVERALL 81%

# PAC MAN 2

Namco for SNES; review, 7#9

This game is too cute and you're gonna hate the way Ms. Pac Man has got Pac Man running fool's errands in this sorry return of an old classic. The controls suck and there aren't many bells and whistles. Rent it or leave it, the choice is yours!

OVERALL 61%

# POKER PAUL'S BLACKJACK

Sega of America for Game Gear; review, 7#7

Weak graphics, poor sound, and lack of invention means there's no goal to reach except compiling a whole bunch of cash. Yawn.

OVERALL 58%

# POKER PAUL'S POKER CHALLENGE

Sega of America for Game Gear; review, 7#7

Choose from Video Poker or Five-Card Stud to try to win some serious moola. Graphics are deplorable, and only card addicts will want to play.

OVERALL 59%

# R.C. PRO AM II

Tradewest for NES; review, 7#6

There are 24 tracks and three types of courses in this addictive racing game. As you race you can pick up useful bonus items and money to soup up your vehicle. Vroom!

OVERALL 87%

# REBEL ASSAULT

JVC for Sega CD; review, 7#8

A big, beautiful eyeful of computer-rendered 3-D graphics, digitized footage from the Star Wars films, and computer-rendered human actors make this a must-have for fans of the Lucas trilogy. A poor control interface means this is a graphics showcase.

OVERALL 72%

# What YOU think

Your review of Hammerlock was right on, even though I had to wrestle my brother, who said you guys were wrong. Well, I pinned him and so he had to say you guys were right! I hope he disagrees with your Mortal Kombat II review soon. Ha, ha, ha!

— Fred Ethelmurtz, Celeron, NY

# RED ZONE

Time Warner Interactive for Genesis; review, 7#12

Those pesky Commies are at it again and it's up to you to save the world. But it's not as easy as it appears, since flying your attack helicopter is hampered by an overhead game view and poor game graphics. It is a challenge to beat this game.

OVERALL 80%

# REVENGERS OF VENGEANCE

Absolute for Sega CD; review, 7#7

This one is split into three play modes, each serving up a beat-'em-up with a different twist. Characters are impressive, ranging from a giant rhino-man to a fully armored weapons-master. But strip away the flash, and it's still just a fighting game.

OVERALL 69%

# RISE OF THE DRAGON [MA-17]

Dynamix for Sega CD; review, 7#6

Although this PC translation has its faults — it's not particularly challenging (with the exception of a few difficult, badly done arcade sequences) — on the whole the graphic adventure treats its drug-related subject matter in a mature, adult fashion.

OVERALL 77%

# ROCKO'S MODERN LIFE

Viacom for SNES; review, 7#8

Cable TV finally does something right for a change! While the majority of the game is spent trying to keep Rocko's pet from self-destructing, this cart is certainly no dog! The only downside is that the game might be too tough for younger players.

OVERALL 83%

# R-TYPE III: THE THIRD LIGHTNING

Jaleco for SNES; review, 7#9

Mindless entertainment. You might say that, but this is one of the most excellent shooters to come down the pike in a long time! The levels are fiendish, and most of the bosses are huge and very nasty. Forget your brain and get that finger twitchin'!!!

OVERALL 83%

# SAMURAI SHODOWN

Takara for SNES; review, 7#12

The Neo-Geo hit makes it to the SNES in pretty much one piece, with all of its blade-wielding action intact. Superb graphics, control and music combine to make this an excellent change of pace fighting game.

OVERALL 85%

# SATURDAY NIGHT SLAM MASTERS

Capcom for SNES; review, 7#7

While this has been tailored so it vaguely resembles pro wrestling, the fighting is closer to Street Fighter, with wild, unrealistic attacks — many of which share the same button combinations as SF moves.

OVERALL 85%

# SCRATCH GOLF

Vic Tokai for Game Gear; sports, 7#8

A fast and fun cart for folks who want to get in a quick 18 during their lunch break. A unique overhead perspective and some snappy music doesn't help the hit or miss stroke adjustment controls, however.

OVERALL 76%

# SHADOWRUN

Sega of America for Genesis; review, 7#6; strategy, 7#7

Like most RPGs, you begin with nothing. But unlike most, you've got to work like a dog to build yourself up. It follows the terrific series from FASA, but it's not as good as it should be. Also available for SNES from Data East.

OVERALL 62%

# SHAQ FU

Electronic Arts for SNES; review, 7#11

With characters smaller than usual and moves that can be a pain to pull off, this isn't really all that great. The designers insisted on superb animation, and they got it, but that's all they got. Unless you're a real Shaq fan, this just ain't happening.

OVERALL 77%

# SHINING FORCE

Sega of America for Game Gear; review, 7#10

This is a whole new game in the series and, to top it all off, you can play in your hands anywhere you want! The Sword of Hajya has been stolen. Can you get it back? Get this game. It's got what it takes!

OVERALL 91%



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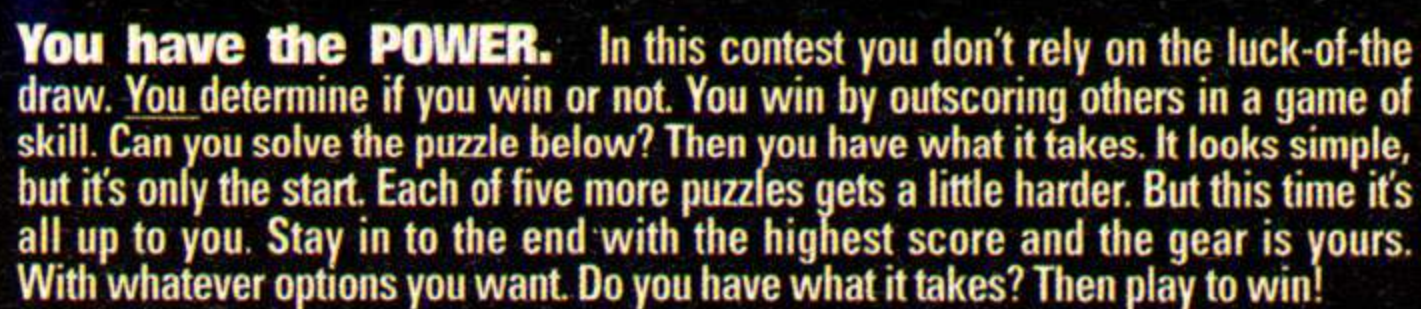
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BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO.....V
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CRUSH.....O	SCORE.....R	SLANT .....L	CHASE.....P

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CLIP AND MAIL



**SUPER METROID**  
**NINTENDO OF AMERICA FOR SNES**  
 ● review, 7#5  
 ● strategy, 7#6



Easily one of the best action-adventures ever. Really! Six massive zones and tons of hidden extras combine with smooth game play and state-of-the-art graphics.

**OVERALL 97%**

**SONIC CD**  
**SEGA OF AMERICA FOR SEGA CD**  
 ● strategy, 6#11 and 7#1



The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

**OVERALL 91%**

**• THE LION KING**  
**VIRGIN FOR SNES AND GENESIS**  
 ● review, 7#11



Travel through Simba's life, facing challenges and puzzles in a game so smoothly animated, you'll swear it's a movie! You need to go get this game!!!

**SNES 96% • GEN 94%**

**WILD SNAKE**  
 Bullet proof for SNES  
 ● review, 7#4



This puzzler has you lining up falling snakes so they consume the snakes on which they land. Every time a snake is eaten, the others wriggle into the space.

**OVERALL 93%**

**SIDE POCKET**

Data East for Game Gear; review, 7#7  
 Nine Ball is the only common version of pool found in this simulation, which is rounded out with a unique game called Pocket and some trick shots. Lack of extras keep this one from sinking the competition.

**OVERALL 62%**

**SKULLKEEP: DUNGEON MASTER II**

JVC for Sega CD; review, 7#9  
 A huge RPG with lots of puzzles and many, many monsters to kill. The control's the thing, though. The controls they give you in this game render you pretty much ineffective. The graphics aren't all that hot, either. This one's a coin toss.

**OVERALL 74%**

**SOCCER SHOOTOUT**

Capcom for SNES; sports, 7#6  
 This offers fast-paced soccer action, but when compared to other simulations, it's in the middle of the pack.

**OVERALL 72%**

**• SONIC & KNUCKLES**

Sega of America for Genesis; review, 7#11  
 This breaks new ground with its 'backward compatibility'. Play the game as Sonic or Knuckles and then, play *Sonic 2* or *3* as Knuckles! Beautiful backgrounds and smooth animation make it a winner!

**OVERALL 95%**

**50'S**

Vic Tokai for SNES; review, 7#6  
 In this imaginative adventure game, you're practically a cast member in *The Poseidon Adventure*. Part action and part puzzler, the challenge here is to find your way out of the ship as well as rescue other survivors.

**OVERALL 75%**

**SPACE ACE**

Absolute for SNES; review, 7#6  
 Awesome graphics abound, but the levels in this action game are short, and there's not much to do to get through them.

**OVERALL 72%**

**• SPARKSTER**

Konami for SNES and Genesis; review 7#10, 7#11  
 The little Sonic-like guy is back for his second adventure, complete with a new haircut and an 'attitude'. If you were a big fan of the *Rocket Knight Adventures*, then you're gonna love this!

**SNES 93% • GEN 94%**

**SPIDER-MAN & X-MEN IN ARCADE'S REVENGE**

Flying Edge for Game Gear; review, 7#6  
 This action game improves on the Genesis one, but the control method means there are too many unwanted webs and not enough X-Men power. Backgrounds are detailed, and movement is smoother than usual.

**OVERALL 70%**

**SPIDER-MAN VENOM MAXIMUM CARNAGE**

Acclaim for SNES; review, 7#8  
 A comic book that you can play! While the backgrounds tend to be a bit flat, the action is fast and furious, and the sound track by Green Jelly (Little Pig, Little Pig) is to die for!

**OVERALL 80%**

**SPORTS ILLUSTRATED FOR KIDS: THE ULTIMATE TRIPLE DARE**

Malibu for Game Boy; review, 7#7  
 Skateboarding, snow-boarding, and mountain biking are all included, but tough events and poor control make this nearly impossible for the young market the game is intended for.

**OVERALL 85%**

**What YOU think**

As a mother of two avid game players, I was very pleased to see such a positive review of *Mickey Mania*! I feared that if there wasn't any gore or excessive violence, you would not be interested in giving the game a good review!  
 — Diane Spencer, Manchester, UK

**STARBLADE**

Namco for Sega CD; review, 7#9  
 You're in this spaceship and you have no way of controlling who you want to fight. Strike one. Your enemy's budget is so poor that a lot of their ships are just wire frame. Strike two. Finally, this war for the universe only has two levels. Strike three!

**OVERALL 70%**

**STAR FLEET ACADEMY**

Interplay for SNES; review, 7#12  
 You become a cadet at the famed Starfleet Academy, which unfortunately isn't as cool as you thought it might be. The graphics aren't all that hot and the classic missions don't really affect the game outcome at all.

**OVERALL 75%**

**STAR TREK: THE NEXT GENERATION — ECHOES FROM THE PAST**

Sega of America for Genesis; review, 7#7  
 As commander-in-chief of the entire Star Trek universe, you're granted control of almost every conceivable option on the Enterprise, from mixing it up with Romulans to reading a computer essay on warp-field operations.

**OVERALL 81%**

**STREETS OF RAGE 3 [MA-13]**

Sega of America for Genesis; review, 7#7  
 If you've never taken Axel for a spin and want to give it a shot, this is the one to try. You can't go wrong if you're already a fan. If there's one flaw, it's that you've seen all this has to offer in previous outings.

**OVERALL 90%**

**STUNT RACE FX**

Nintendo of America for SNES; review, 7#10  
 A good-looking, fast-moving racing game that will take time learning how to control. All the practice will be worth it, when you get to race those tracks behind the wheel of an 18-wheeler! Burn rubber!!!

**OVERALL 90%**

**• STREET RACER**

Ubi Soft for SNES; review, 7#11  
 Take your choice of any one of eight racers and go for it. Whether you're racing, playing auto soccer, or just engaging in a little automotive street fight, this is one cart that works better when played in the multi-player mode.

**OVERALL 73%**

**SUPER ADVENTURE ISLAND II**

Hudson Soft for SNES; review, 7#6  
 As in the previous games, you still run from left to right bashing little creatures. But this time around Master Higgins takes part in a non-linear RPG frantically searching island paradises for his missing wife.

**OVERALL 84%**

**SUPER BOMBERMAN II**

Nintendo of America for SNES; review, 7#9  
 If you like big explosions, lots of levels, and the idea of being able to blow three of your friends up, then this is the game for you! The simplicity of play, coupled with eye-popping graphics, makes this a must have! Get this now, and have a blast!

**OVERALL 86%**

**SUPER CHASE H.O.**

Taito for Game Boy; review, 7#6  
 Standard racing fare is livened up by some semblance of a plot in this. The object here is to chase down a car load of bad guys by reaching them before time runs out. It's slow-paced and easy, but the graphics are good.

**OVERALL 74%**

**• SUPER RETURN OF THE JEDI**

JVC for SNES; review, 7#11  
 This final installment of the *Super Star Wars* trilogy is the best of the lot. Great artwork and some nifty Mode 7 sections round out a top game. However, this still isn't the great game it should have been. May the Force be with you!

**OVERALL 78%**

**SUPER STREET FIGHTER II**

Capcom for SNES and Genesis; review, 7#7  
 Four new fighters — Cammy, Fei Long, Dee Jay, and Thunder Hawk, each with their own stage, push the number of characters to 16! Action is the same, but the extras push this one close to perfection.

**SNES 95% • GEN 96%**

**SYLVESTER AND TWEETY: CAGEY CAPERS**

TecMagik for Genesis; review, 7#6  
 Take the role of Sylvester as he leaps, dodges, and scratches his way through six levels based on the greatest of this duo's cartoons. Fast-paced game play and incredible graphics and sound make this one a hit.

**OVERALL 88%**



# WORLD SERIES BASEBALL

## SEGA OF AMERICA FOR GENESIS

- Game Gear sports, 7#4
- Genesis sports 7#5



All the real players and logos are here. The hits, throws, and runners all bring an excitement to the game that's often missing from the actual sport.

GG 80% • GEN 90%

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## TAZ IN ESCAPE FROM MARS

Sega of America for Genesis; review, 7#10

This isn't so much a game as it is a real Warner Brothers cartoon that you can control. The Taz is back and eating everything in his path to escape from Marvin the Martian. All fans of cartoons everywhere should have this game!

OVERALL 85%

## TAZMANIA

Sunsoft for Game Boy; review, 7#9

A kinder, gentler Taz spins his way down the tubes with this so-so effort. This ain't no Warner Brother's devil. Use this game for a Frisbee or for mindless entertainment on road trips with the family. Otherwise, just forget it!

OVERALL 69%

## TECMO SUPER BASEBALL

Tecmo for SNES; review, 7#10



Now that baseball is on strike, I feel great! If you're a baseball fan, however, you should check this game out! It's just like being at the game!

OVERALL 93%

## • THE ADVENTURES OF BATMAN AND ROBIN

Konami for SNES; review, 7#12

An excellent translation of a cartoon series to the game screen! This game is just like being in control of the TV hero. The only drawback is that the characters move a bit slow, due to the extremely fluid animation.

OVERALL 80%

## THIRD WORLD WAR

Extreme for Sega CD; review, 7#6

Rule the world in this resource management-style strategy game. Imagine *Nobunaga's Ambition* with a mechanized infantry. It's complex gaming, but great if you're into that sort of thing.

OVERALL 74%

## TIME TRAX

THQ for Genesis; review, 7#7

You'd think the show *Time Trax* was tailor-made for a game, but the outcome is only average. The levels in this action game look wonderful, but they're way too short.

OVERALL 67%

## • TINY TOONS ADVENTURES; ACME ALL-STARS

Konami for Genesis; review, 7#11

Real nice animation and real cute characters are a definite plus for this game. Hard to manage controls and a repetitious sound track are definitely minuses. The game is entertaining, however. Spielberg fans will like it.

OVERALL 73%

## TIP OFF

Ubi Soft for Game Boy; sports, 7#6

Even die-hard baseball fans are going to be disappointed with this. It has tons of play modes, but control is impossible. This should clear out its locker and hit the showers.

OVERALL 34%

## TROY AIKMAN NFL FOOTBALL

Williams Enterprises for SNES and Gen.; review, 7#9, 7#10

If the Dallas Cowboys played like this game does, they wouldn't have two Super Bowl rings. Poor graphics and choppy animation guarantee this entry a place in the basement of any league.

SNES 73% GEN 77%

## THE TWISTED TALES OF SPIKE McFANG

Bullet-Proof for SNES; review, 7#6; strategy, 7#7

A busy young vampire prince stars in this tongue-in-cheek RPG/action game. Controls are simple to learn, but the game's never too easy. Bosses are impressive, each with new weapons and attack patterns.

OVERALL 85%

## URBAN STRIKE

Electronic Arts for Genesis; review, 7#10

Once again, a crazy is threatening the U.S. and logically, the President sends in a single helicopter pilot to deal with the problem. Kill millions of screaming enemy soldiers, and blow up stuff real good. Oh yeah, get healed by Elvis in Vegas, too!

OVERALL 83%

## VAV

Working Designs for Sega CD; review, 7#8

Here's another big RPG that is long on humor, contemporary cultural references, and weird plot twists, but short on battle screens and character differentiation. It is fun, however!

OVERALL 76%

## • VIRTUAL BART

Acclaim for Genesis; review, 7#12

The only virtual thing about this game is that it virtually isn't much good! The graphics are substandard, the music is bland, and the controls, while laid out well, aren't very precise. On the whole, this game virtually stinks!

OVERALL 51%

## • VORTEX

Electro Brain for SNES; review, 7#11

Morph between four different robots and blast polygon monsters in a polygon landscape. While this game doesn't even come close to virtual reality, it does have a lot of solid gameplay. This one should be rented before you buy it.

OVERALL 74%

## WARIO LAND: SUPER MARIO LAND 3

Nintendo of America for Game Boy; review, 7#6

Wario's first starring role is terrific! With a structure like *Super Mario World* for SNES, there's a lot of gaming going on, as you uncover tons of hidden rooms and discover bunches of secret items everywhere.

OVERALL 86%

## WICKED 18

Bullet-Proof for SNES; review, 7#6

The sadistic designers of this golf game have you navigating through narrow canyons and attempting to reach greens perched on raised plateaus. Once you've learned the techniques to maintain a low score, you find it dull.

OVERALL 67%

## WING COMMANDER

Electronic Arts for Sega CD; review, 7#7

This is more than just a flight sim — it not only follows a script, but the story is different depending on how well you fly as well. All your wing men talk to you, and you even get to attend their funerals if they don't make it through a mission.

OVERALL 82%

## WIZARDRY V: HEART OF THE MAELSTROM

Capcom for SNES; review, 7#7

This is for avid AD&D fans who get bored with pretty RPGs and who long for the days of endless campaigns in dark musty dungeons. You get solid adventure that leaves you screaming and tearing out your hair for days on end.

OVERALL 70%

## WORLD CHAMPION SOCCER II

Sega of America for Genesis; sports, 7#8

Now that the World Cup has come to the U.S., younger gamers might find this cart to be the perfect tool for vicarious participation in the world's most popular sport. Experienced gamers find it a bit boring, however.

OVERALL 78%

## WORLD CUP USA '94

U.S. Gold for SNES; sports, 7#7

This is packed with options and tries to adapt itself to a variety of skill levels. The most important part of the game — the actual game play — unfortunately takes a back seat to bells and whistles.

OVERALL 70%

## WORLD HEROES 2

Takara for SNES; review, 7#8

Not your average, run-of-the-mill fighting game! This cart could give *MK II* and *SSFII* a run for their money. This is definitely an addictive game!

OVERALL 85%

## WWF KING OF THE RING

LJN for NES; review, 7#7

Yeah, it's a basic fighting game — but it's a good one. You won't find any new or exciting moves here, but you've got all the old staples of gratuitous violence readily available. All in all, a solid effort.

OVERALL 68%

## • ZERO THE KAMIKAZE SQUIRREL

Sunsoft for Genesis; review, 7#12

Here's another spinoff involving a minor character from another game. The plucky squirrel (no, his name isn't Rocky) from *Aero the Acro-Bat* is zooming and booming in his very own first adventure. Fly the friendly skies, er... squirrel!

OVERALL 82%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got it Wrong; *Game Players*; 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

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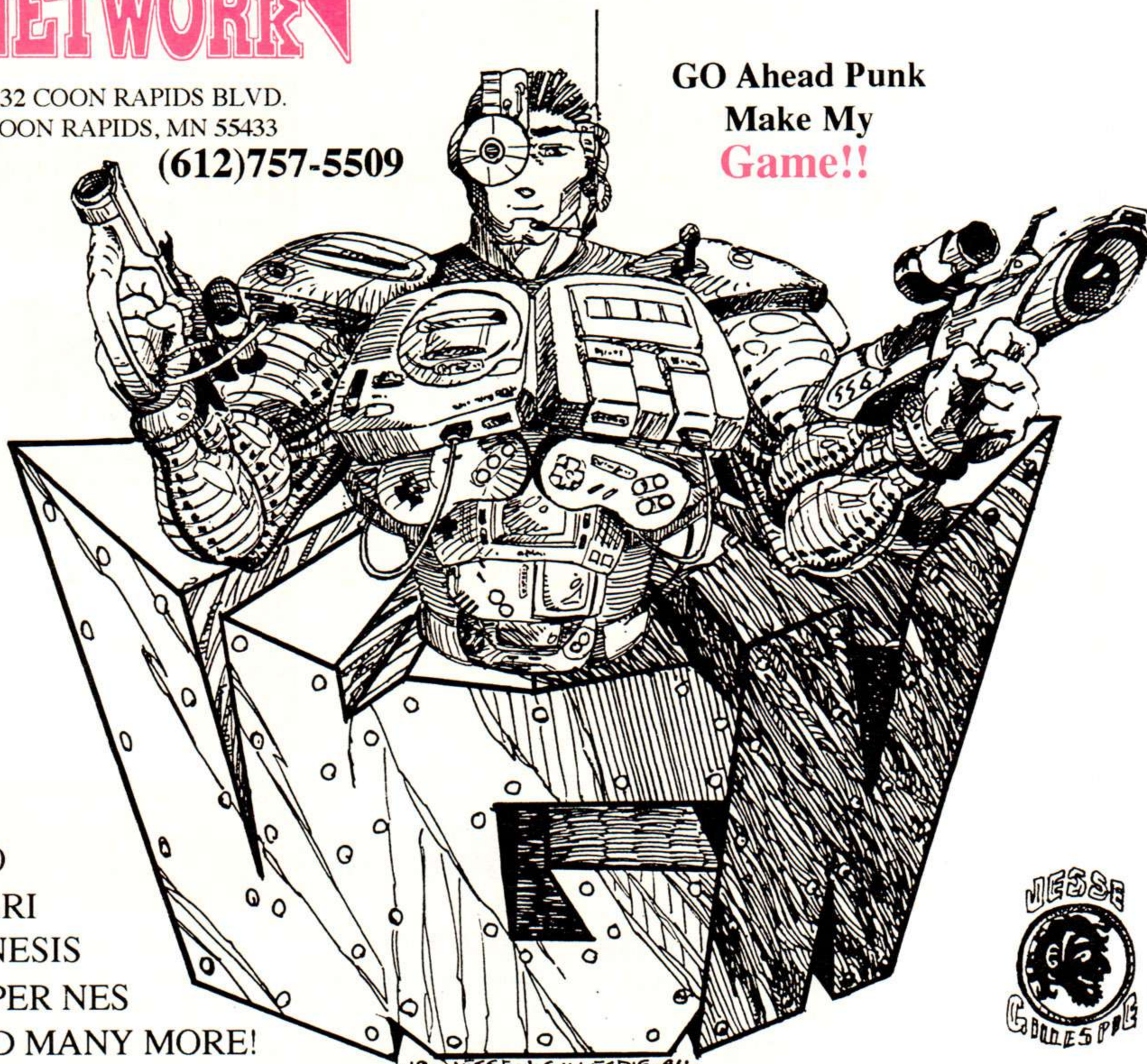
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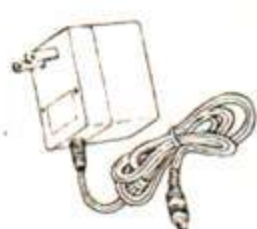
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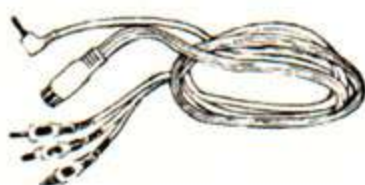
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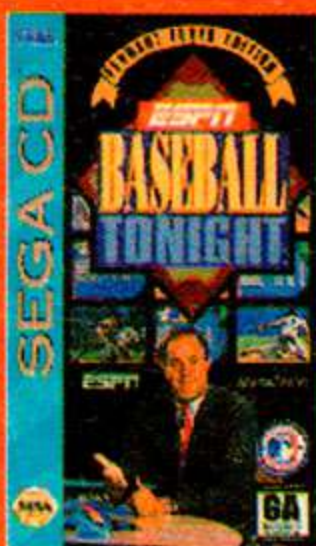
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Hurricanes	\$52
Impossible Mission	\$52
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Thunder in Paradise	\$52
TimeGal CD	\$39
Tinhead GA	\$52
Vikings 2	\$46
Virtual Bart	\$52
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## GENESIS KICK & PUNCH

Art of Fighting MA-13	\$52
Ballz MA-13	\$52
Brutal MA-13	\$52
Clayfighter	\$52
Dragon:Bruce Lee	\$58
Fatal Fury 2 GA	\$56
Justice League	\$58
King of Mnstr 2 MA13	\$54
Kung Fu:Lgend Cont	\$58
Mortal Kmbt 2 MA17	\$62
Power Instinct	\$54
Rise of the Robots	\$54
Samurai Showdown	\$58
Shaq-Fu	\$59
Streets Rage 3 MA13	\$56
Super Street Fightr 2	\$66
Virtua Fighters	\$79
World Heroes 2	\$56

## GENESIS ROLE PLAYING

After Armageddn CD	\$49
Battletech	\$54
Dark Wizard CD	\$43
Eye of Beholder CD	\$46
Heimdall CD GA	\$44
Lord of the Rings	\$59
Lufia	\$56
Might & Magic 3	\$59
New Horizons	\$62
Popful Mail CD	\$52
Revengrs Vngnc CD	\$44
Shadow Run MA-13	\$49
Vay CD MA-13	\$48

## GENESIS SHOOTERS

Battle Frenzy CD	\$44
Crime Patrol CD	\$49
Drug Wars CD	\$49
Exo Squad	\$52
Gauntlet 4	\$42
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Rapid Deploymnt CD	\$44
Red Zone	\$49
Skeleton Krew	\$49
Star Strike 2000 CD	\$56
The Extermintors CD	\$56
Zero Tolerance	\$52

## GENESIS SIMULATIONS

B.C. Racer CD	\$44
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Daytona USA	\$79
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SeaQuest DSV	\$56
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Top Gear 2	\$52
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Wing Commander 2	\$56

## GENESIS SPORTS

ATP Tennis GA	\$49
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ESPN NBA Hgtm CD	\$58
FIFA Int'l Soccer 95	\$54
Golf Mag 36 Hols CD	\$52
IMG Int'l Tour Tennis	\$52
Kick Off 3	\$52
Madden Football 95	\$56
NBA Live 95	\$56
NCAA Football	\$54
NFL Quarterback Club	\$64
NFL Sportstlk FB 95	\$54
NHL Hockey 95	\$54
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Pete Sampras Tennis	\$52
Slam City CD	\$52
Slam Masters	\$54
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Tecmo Spr Bowl GA	\$54
Tiny Toon Ad:All Strs	\$44
Troy Aikman Football	\$59
Unnecstry Roughness	\$58
WCW Super Brawl	\$49
World Cp Glf Drd CD	\$49

## GENESIS STRATEGY

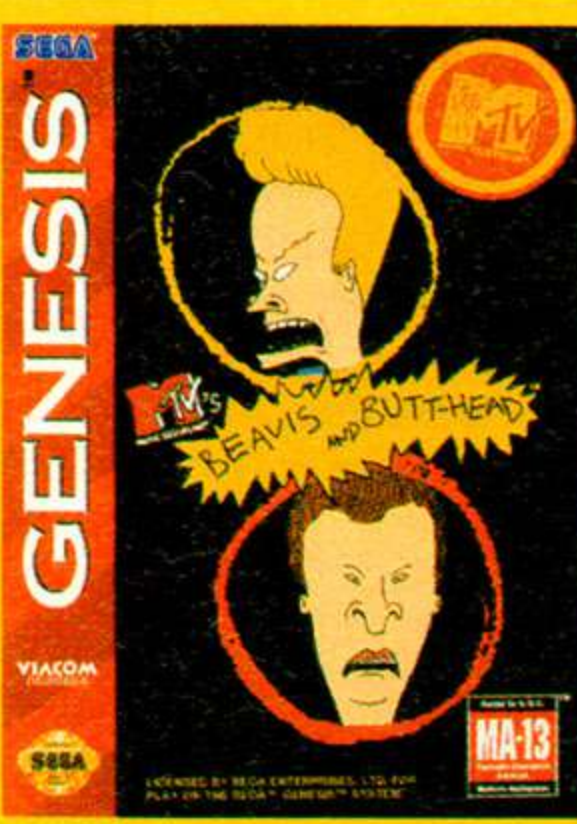
Aero Biz Supersonic	\$59
Animaniacs	\$46
BrainDead 13 CD	\$49
BreakThru	\$44
Caesars Palace	\$49
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Family Feud	\$49
Generations Lost	\$49
Genghis Khan 2	\$56
Jeopardy 2 (Deluxe)	\$49
Lemmings 2:Tribes	\$52
NFL Trivia CD	\$49
Operation Europe	\$59
Pac Attack	\$44
Pac Man 2	\$52
Panic! CD	\$44
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Risk GA	\$46
SimCity 2000 CD	\$52
Trivial Pursuit CD	\$54
Warrior Rome 3 CD	\$54
Wheel of Fortune CD	\$52
Wild Snake	\$46
Wirehead CD	\$52



**'CONTRA: HARD CORPS'** This game has multiple story lines that allow the player to choose their own path. Gives a total of four different routes through the game. Features four different characters each with their own weapons and weapon power-ups. Offers huge enemies and bosses that infect each level and spectacular special effects. **\$52**



**'FINAL FANTASY 3'** Ages ago, Espers were imbued with magic, but they destroyed each other. Centuries later an Esper is found frozen solid and again there are reports of magical attacks. Find out who is behind the powers. **\$68**



**'BEAVIS AND BUTT-HEAD'** The stars of MTV's #1 show, the arbiters of what's cool will take you on an adventure of non-stop humor as they try to get to the Gwar concert. Features the actual voices and laughs of Beavis & Butt-head, innovative non-linear game design, cool places like Highland High, and characters like Mr. Buzzcut. **\$54**



**'JAGUAR SYSTEM'** Here's something to gnaw on! The new Jaguar interactive multimedia system has a mind blowing 64 bits of power. Offers 16 million colors in a 3D world, breakneck speeds, cat-like control and movie-like special effects. **\$249**

## SNES HARDWARE

Game Genie	\$34
Power Plug	\$34
Pro Action Replay	\$59
Remote Control Pad	\$36
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Super Scope	\$54
Turbo Touch 360	\$24

## SNES ADVENTURE

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Indy Jones Grt Advt	\$62
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Izzy's Olympic Quest	\$54
Jelly Boy	\$54
Jurassic Park 2	\$56
Legend Myst Ninja 2	\$56
Lion King	\$64
Mega Man:Wily Wrs	\$59
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Mickey Mania	\$58
Pagemaster	\$54
Pocky & Rocky 2	\$52
Porky Pig:Hntd Holdy	\$59
Radical Rex	\$52
Ren & Stimpy Shw 2	\$56
SeaQuest DSV	\$59
Shien's Revenge	\$54
Sparkster	\$52
Spidy:Max Carnage	\$64
Star Trek Next Gen	\$59
StarGate	\$62
Super Advtr Island 2	\$58
Super Return of Jedi	\$63
The Shadow	\$56
Thunder in Paradise	\$54
Tom & Jerry:Chas On	\$58
X MEN	\$59

## SNES KICK & PUNCH

Ballz	\$52
Brutal	\$56
C2:Judgment Clay	\$58
Dragon:Bruce Lee	\$58
Fatal Fury Special	\$62
King of Dragons	\$56
King of Monsters 2	\$52
Kung Fu:Legend Cnt	\$59
Mortal Kombat 2	\$66
Peace Keepers	\$56
Power Instinct	\$58
Ranma 1/2 2	\$59
Rise of the Robots	\$58
Samurai Showdown	\$59
Shadow of Ninja 2	\$54
Shaq-Fu	\$59
Super Street Fightr 2	\$66
Survival Arts	\$56
WCW Super Brawl	\$52
World Heroes 2	\$56

## SNES ROLE PLAYING

Battletech	\$58
Brain Lord	\$59
Curse of Azure Bnds	\$64
DragonView	\$62
Eye of the Beholdr 2	\$69
First Queen	\$56
Golden Empire	\$62
Illusion of Gaia	\$64
King Arthr/Knights Jst	\$59
Lord of the Rings	\$54
Lufia 2	\$59
Might & Magic 3	\$59
New Horizons	\$62
Obitus	\$58
Paladin's Quest	\$52
Robo Trek	\$58
Runes of Virtue	\$59
Shadow Run	\$56
Ultima 7:Black Gate	\$59
Warrior of Rome 3	\$52

## SNES SHOOTERS

Exo Squad	\$52
Fire Striker	\$52
Fire Team Rogue	\$56
Galactic Defenders	\$56
Lethl Enfr wgn MA17	\$64
Metal Morphn	\$58
Operation Thundrbolt	\$54
Super Metroid	\$56
Super R-Type 3	\$56
Super Sonic Bltmn 2	\$56
Super Turrican 2	\$52
Tin Star	\$48
View Point	\$54
Vortex	\$58
Wild Guns	\$54

## SNES SIMULATIONS

Aero Fighters	\$52
Air Cavalry	\$52
Air Strike Patrol	\$56
Al Unser Jr Racing	\$52
Carrier Aces	\$52
ESPN SpeedWorld	\$58
Freeway Fly Boys	\$52
Full Throttle Racing	\$56
Mike Andrti Indy Car	\$59
Monster Truck Wars	\$59
Nigel Mnsell Indy Car	\$59
Speed Racer	\$52
Star Fox	\$46
Star Trek:Starflit Acad	\$52
Street Racer	\$56
Top Gear 3000	\$56
Turn & Brn:No Fly Zn	\$52
UniRacers	\$48
Wild Trax Stunt Racr	\$56
Wing Commander	\$53
World Champ Rally	\$52

## SNES SPORTS

Barkley Basketball	\$49
Brett Hull Hockey 95	\$52
Cannondale Cup	\$54
Champsnshp Wrstling	\$54
ESPN Football	\$58
FIFA Int'l Soccer	\$52
GUTS	\$54
Hammer Lck Wrstling	\$56
Hardball 3	\$54
Looney Tunes Hoops	\$59
MLBPA Baseball	\$52
MVP Football	\$49
Madden Football 95	\$56
NBA Live 95	\$59
NFL Team Heroes	\$56
PGA Tour	\$49
Pigskin	\$52
Power League Bsbll	\$52
Pro Sport Hockey	\$54
Soccer Shootout	\$54
Sterling S. E-2: E FB	\$62
Super Bases Lded 3	\$62
Super Soccr Chmp 2	\$54
Tecmo Hockey	\$56
Tiger Mask Wrestling	\$56
WWF:Raw	\$66
Wicked 18 Golf	\$49
Winter Extreme	\$54
World Cup USA	\$54
Zoo Ball	\$54

## SNES STRATEGY

ACME Animtn Factry	\$64
Aero Biz Supersonic	\$59
Animaniacs	\$54
BreakThru	\$44
Civilization	\$59
Genghis Khan 2	\$56
Lemmings 2:Tribes	\$52
Liberty or Death	\$59
Lord of Darkness	\$59
Metal Marines	\$59
Mighty Max	\$54
Nobunaga's Ambition	\$49
Operation Europe	\$62
Pac Man 2	\$52
Pachi Slot	\$52
Pinball Fantasies	\$52
Risk	\$52
Romance 3 Kgdm 3	\$59
Shanghai 2	\$44
Sim Ant	\$42
SimCity 2000	\$59
Super Bomberman 2	\$52
Super Conflict	\$49
Super Tetris	\$49
Utopia	\$49
Wario's Woods	\$48
Wild Snake	\$46

## SEGA MARS 32X

Genesis 32X Systm	\$159
College Basketball	\$59
Doom	\$59
Fahrenheit CD	\$56
Golf Mg 36 Grt Holes	\$56
Metal Head	\$59
Midnight Raiders CD	\$52
Star Wars Arcade	\$52
Super Motocross	\$52
Super Space Harrier	\$56
Virtua Racing Deluxe	\$59
Wirehead CD	\$56

## JAGUAR

Jaguar System	\$249
Jaguar CD System	\$199
BrainDead 13 CD	\$52
Cannon Fodder	\$54
Doom	\$59
Evoltion:Dino Dudes	\$44
Kasumi Ninja	\$59
NFL Football	\$56
Pinball Dreams	\$54
Troy Aikman Football	\$59

## CDi

CD-I 200 Mgnvx Ply	\$359
CD-I 220 Philips Ply	\$399
Axis & Allies	\$46
Burn Cycle	\$46
Dragon's Lair 2	\$46
Mad Dog McCre Dgtl	\$56
NFL Instant Replay	\$44
Surf City	\$34
Tetris	\$30

## NEO GEO

Neo Geo Gold Sys	\$569
Neo Geo CD Systm	\$569
Aero Fighters 2	\$199
Agressrs Drk Kmbat	\$199
Fatal Fury 2	\$199
Samurai Showdown	\$199
Sengoku 2	\$199
Super Sideks Scr 2	\$199
World Heroes 2	\$199

## 3DO

3DO System	\$399
Clayfighter 2	\$46
Doom	\$56
Flying Nightmares	\$52
Star Trek Next Gen	\$54
Super Street Fghtr 2	\$59
Total Eclipse	\$49

## GAME GEAR

GG Sys Sonic 2	\$129
Beavis & Butt-Head	\$34
Mortal Kombat 2	\$39
Sonic Triple Trouble	\$38

## \*FREE GAME OFFER

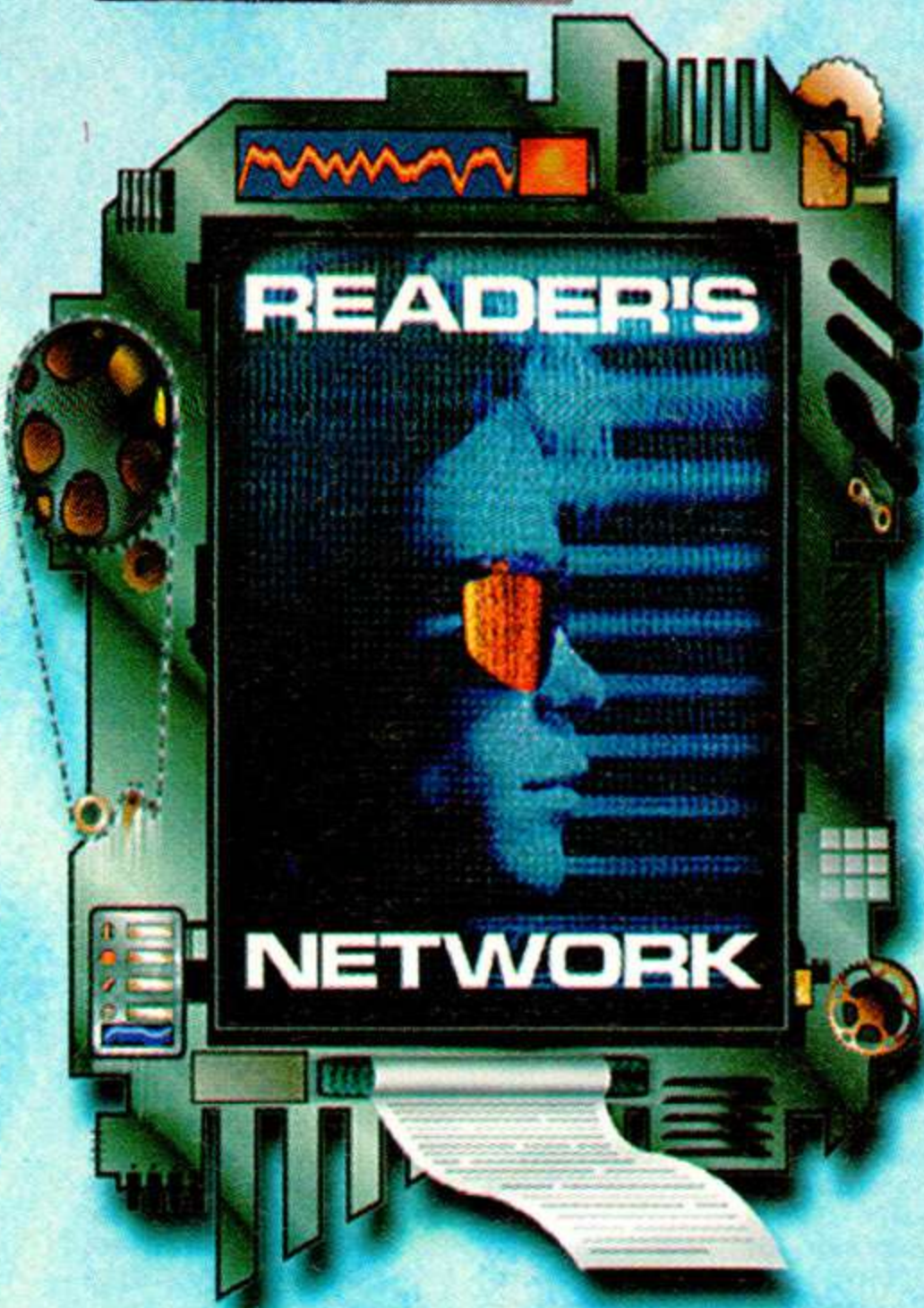
Buy 3 from the list below. Get 1 of lesser value FREE from the list below. All 4 games must be in stock at the time of purchase. Offer good from 10/15/94 to 1/31/95 or while supplies last.

Genesis: Valis \$14, General Chaos \$29, F16 Wireless CP \$39, Joe Montana CD \$29, NBA Action \$39, Sonic Hedgehog 3 \$49, Mortal Kombat CD \$29, Genesis Activator \$59.

SNES: Barkley Basketball \$49, T2: Judgement Day \$29, Captain America \$29, Run Saber \$29, Bill Walsh Coll Fball \$44, Tuff Enuff \$29, Street Fighter 2 Turbo \$39, Power Moves \$29, Dracula \$29.

Game Gear: Super Golf \$14, Psychic World \$14, Terminator \$18, Smash TV \$14, Pro Pouch \$16, Game Gear AC Adaptor \$15





## MONEY, MONEY, MONEY

What's wrong with Capcom? It expects me to pay another \$70 for the never-ending *SFII* series. The programmers only added another four characters —



You'd think that after more than three versions of *Street Fighter*, Ryu would put in for a vacation.

wow! They didn't even change the moves of the older characters. Why can't they follow Acclaim's lead and totally revamp the sequel? With *MKII*, Acclaim changed nearly all the moves, added new people, changed backgrounds, and added some hilarious new backgrounds and babalities. Come on Capcom, get with it.

T.J. Farrell,  
Walook, MA.

## ON THE GORE WAGON

Hey! Wait a second! What's all this red stuff splattering across my screen? Blood on a SNES!



Can we say thanks to Nintendo for joining the gore wagon? I'm not so sure... after all, this is only one game. Will Nintendo authorize fully bloody editions of *MK* and *Wolfenstein 3D* for SNES? I'd like to congratulate Nintendo for getting conscious. You make more money when players get what they want.

Stephen Gallo,  
Sierra Vista, AZ



succeeded in overtaking Nintendo in market share. I figure we'll see blood in many more SNES games in future.



Adam Nikolaidis,  
DeLand, FL

I'm glad to see the new ratings system that has been implemented. However, I really think it's not enough. I think that cutting down on the blood and violence in the Nintendo version of *Mortal Kombat* was a great improvement. Sega, however, left in everything which horrified my parents.

Back again with another dose of hot reader letters. It's amazing how many of you guys write to us. By the end of a month, we've opened more letters than the Internal Revenue Service does on April 15th! Of course, most of our letters don't have so much begging in 'em (except Jeff's mail), and nobody draws pictures on the IRS envelopes.



## KEEP 'EM COMING!

This issue we've had even more letters about girls in games. It seems like we touched on a sensitive issue there. This is the last month we're gonna let the debate go on though (unless we get a letter with a new insight on the subject). Even though fighting games and many others are making a concerted effort to incorporate female characters, you guys still think there's not enough. Maybe you should send us some game ideas that suggest what sort of great games could

include women — and don't forget that the best games would attract the girls *and* the guys!

Other hot topics this month include Nintendo's upcoming Project Reality and more debate about Sega's decision to release the 32X and the Saturn. We're hoping to hear from more of you about this particular topic next month. In last month's Burning Question, we asked 'With next generation machines like Ultra 64, Saturn and PS-X not even a year away, where does that leave 32X? Do you plan to buy it or wait for the more powerful systems?' Get writing and tell us your thoughts. Right now!

Mark

**MARK:** When we did our review of *SSFII*, we said that four new fighters aren't enough to justify spending another \$70 (unless you're a *SF* addict — in which case, the Betty Ford clinic is waiting to meet you), but if you're a newcomer to the genre, then this is the best fighter to get. More than anyone, we want to see a *Street Fighter III*. Capcom's immediate plans are to release a movie version of the game, with the main characters digitized from the *SF* movie — you'll be able to play as Jean-Claude Van Damme or Raul Julia! That's likely to come to the home early next year — though Capcom won't get specific.

## DAZED AND CONFUSED

What's going on? I'm confused. Sega's making me mad. Why is it coming out with stuff like 32X, Saturn and CDX. Come on, I ain't rich. I have a Genesis and a Sega CD and already I don't have enough games. Now they expect me to buy a 32X.

Michael Brimson,  
Orlando, FL

**MARK:** What do you want Sega to do? Stop working towards the future? With attitudes like that, we'd never have seen the CD player. Sure, it's gonna cost a ton of money to upgrade but Sega has said that it won't stop producing games for the



The Sega CDX — is this the final frontier?

Genesis, so don't worry — if you don't wanna upgrade, you don't have to.



## PEN PAL CONNECTION

I'm a 41 year old who has a SNES. I'm also a long haul trucker who has his SNES wired up in his rig.

**Rick Turley**  
PO Box 280  
Saanichton, B.C.  
V8M 2C5

I'm a 15-year-old student interested in games, computers, and science fiction. Interested? Drop me a line.

**George Marko**  
Box 569  
Brudheim, AB T0B 0S0  
Canada

I'm a 31 year old married gamer who's also into movies, animals and writing.

**Chuck Lord**  
537 N. Denton  
Gainesville, TX 76240

We are a family of gamers! Mom, 30-something, Casey, age 14 and Matt, age 10. We just like to get lots of input.

**The Rutherfords**  
1318 W. Congress St.  
Pacific, MO 63069

I am 22 and interested in RPGs. I would like to hear from someone my age.

**Mystique Smedley**  
10701 Chisholm Cr.  
Edmond, OK 73003

I'd like pen pals, 20-25, boy or girl. I have a SNES. I'm 23.

**Michael Black**  
11422 Jones St.  
Hanford, CA 93230

I'm 22 and want to find someone who has a Turbo-Duo and likes Japanese games.

**Steve Lapinski**  
212 Wells Court  
Waldorf, MD 20602

I'm 20 and I like to talk about the new technology. I mostly play only the newest stuff.

**Joe Zenkus**  
788 Indiana Lane  
Elk Grove, IL 60007

I am a 20 year old male. I love RPGs, fighting games and import games. I'd like to talk to anyone with similar likes.

**Bob Coughlin**  
618 W. Broad St.  
Horseheads, NY 14845

If you are a girl, 17 and up, who doesn't get sick at the fatalities in *MKII*, write me.

**James Horky**  
2804 Vernon Ct  
Augusta, GA 30906

I'm a 15 year old boy who loves SNES, Genesis and has plenty of codes and hot tips to share with everyone.

**Todd Bodenhamer**  
9611 Oakington Dr.  
Fairfax Station, VA 22039

I am 15 years old and I am looking to write anyone who knows programming, video game production or how to create sound.

**Keon Baxter**  
501 Burnt Mills Ave.  
Silver Spring, MD 20901

I'm 14 and my hobbies are video games and reading *Game Players*. A boy or girl is OK with me. No school lovers or cry babies!

**Shaun Moore**  
RT 3 Box 173  
Jay, OK 74346

I'm 14 and would like a pen pal who enjoys Sega Genesis. I would prefer a girl between 12-15.

**Jonathan Bartlett**  
1344 Ten Bar Trail  
Southlake, TX 76092

I am a 13 year old looking for a pen pal between the ages of 12-14. I will answer all letters.

**Alexandria Heinemann**  
8218 Calmosa Ave.  
Whittier, CA 90602

I'm 12 and want somebody 11-16 to write to me about anything. Send your picture and phone with your letter.

**Amanda Grey**  
2606 Cascade  
Westland, MI 48185

I am a ten year old player. I own a SNES and a Genesis. I'd like to share tips and codes.

**Alfredo Hernandez**  
135 W. Bellevue, #B  
Pasadena, CA 91105

I'm 13 and am looking for someone around my age to be pen pals with. I'm into sci-fi and video games.

**Justin Banner**  
730 Red Brush Road  
Mt. Airy, NC 27030

I'm 13 and would like to become pen pals with anybody who knows any tips or secrets for Genesis. I'll respond to all letters.

**Ed Dykshoorn**  
RD2, Box 102  
Goshen, NY 10929

I'm 12 and would like to get in touch with SNES and Game Gear players. I'd prefer a girl my own age or older, but a boy is OK.

**Lawrence Maminta**  
3311 East La Jara Street  
Long Beach, CA 90805

I want a pen pal for tips, codes and just lots of game talk. I'm 13 and own a SNES, Sega CD, Genesis, Game Gear, and NES.

**Troy Bradley**  
1656 Gregory  
Memphis, TN 38127



## THE BURNING QUESTION

I'm forecasting doom for the whole game playing fraternity in the next couple of years. If this is the last big year for 16-bit games then in a few years small innovative young companies are not going to have the resources or the capital needed to produce games for all the systems out there. Instead of making games for just the Sega, Sega CD, and SNES, programmers are going to have to make games for the new wave hardware, too. They can't make enough money on a game produced for a single system. Programmers like Rocket Science and Shiny Entertainment will be pushed out of the race no matter how good their games are.

I believe there needs to be a merger between all the system developers to make a single, all-powerful machine with the technology to hold the innovation for at least a good seven years. Alternatively, the system developers could produce machines that are compatible with each other so software can be exchanged. There could be differences between the machines — some are faster, some have more colors — and you buy these features depending on your budget. Even so, all games should run on all systems.

**Erik Vitands,**  
Westfield, WI.

**Mark:** A similar thing happened in the PC market and anyone can now produce a PC system. Typically, it's not in the interests of the guys who make the hardware to reveal their secrets to everyone. Currently Nintendo and Sega operate a policy whereby all game developers working for games on their system, have to pay Nintendo or Sega for the right to release the title. It's easy to see why the manufacturers would be loathe to give up their hold on

## THE BURNING QUESTION

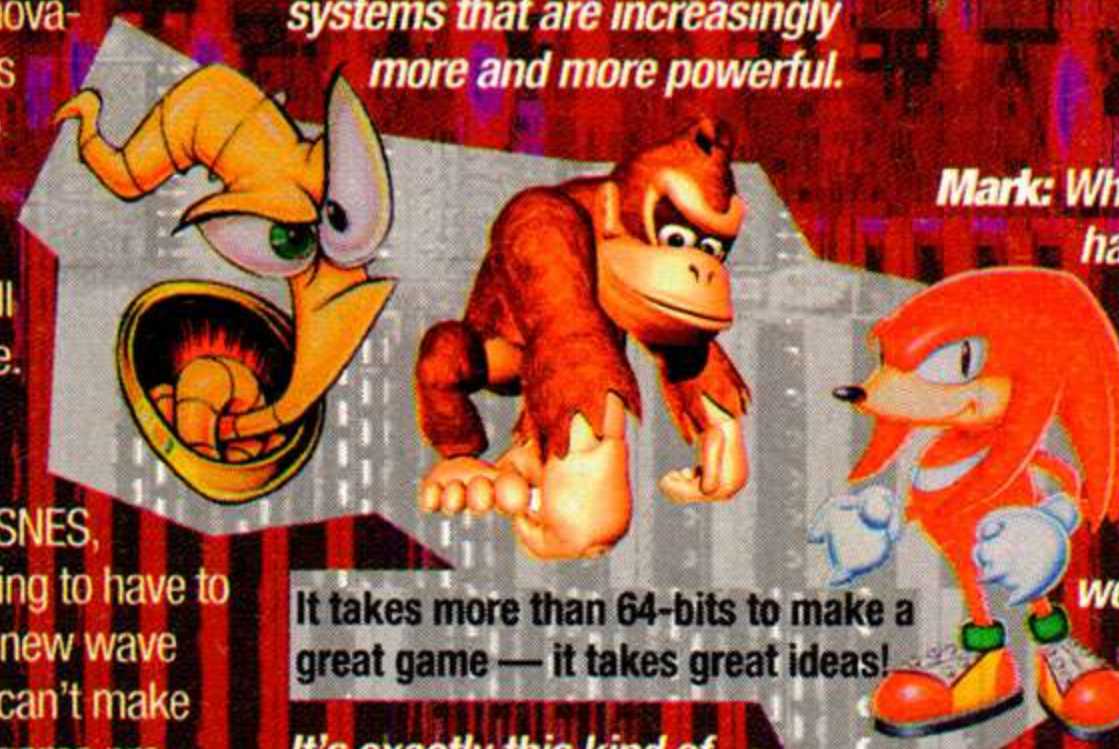
Back in our October issue, we asked you for your opinions of the software industry. What are the publishers playing at? Are games as good as they always were? What needs to be done to keep the market alive and kicking? Some of you think you know the answers...

I'm forecasting doom for the whole

the hardware. Also, how much would it benefit you and I? Currently the competition between hardware developers means that each is trying to outdo the other, coming up with systems that are increasingly more and more powerful.

because new games just won't be available and then we're falling into a marketing trap which just sees Sega and Nintendo get bigger and bigger while the games, and us, get poorer.

**Buddy Railton,**  
Nashville, TN.



It takes more than 64-bits to make a great game — it takes great ideas!

It's exactly this kind of competition that will see a wealth of new 64-bit machines in the upcoming year.

I've read many debates about the state of the games market and it seems to me that everyone agrees the current crop of games is boring and dull. Now that we've got the new 64-bit hardware coming, everyone's looking forward to a whole new bunch of great games. What does it take to make a great game? It seems to me that you don't need great hardware to make a great game — you need great game ideas. Lately we've seen titles like *The Lion King*, *Donkey Kong Country* and *Earthworm Jim*, which have wowed everyone with their great gameplay. This proves that we want games, not new hardware!

I think everyone should refuse to buy the new hardware and force the publishers to produce great games for the systems we already own. Pretty soon, anyone who owns a Genesis or SNES will find they have to upgrade

**Mark:** While it's true that new hardware doesn't mean better games, we've seen several cases where people have come up with good games ideas that were let down by the speed of the system. An upgrade to 64-bit is going to give publishers more options to play with so that hopefully we'll see games exploring new territory.

We hear all this talk about games not being 'new' or 'different' enough. But many of the best games are the older ones that have merely added extra moves, better sound or brighter graphics. Look at the different versions of *Street Fighter* and *Mortal Kombat*. Both of them are great games — sure, they're just fighting games, but they've got amazing graphics, hot sound effects and tons of senate-stirring blood. I think the new 64-bit machines are going to make games like *Street Fighter* and *Mortal Kombat* absolutely, totally awesome.

**Joe Posak,**  
Pittsburgh, PA.

**Mark:** There's certainly every sign that all the major games will be moved onto 64-bit pretty quickly. I can't wait to see how a Saturn version of *Street Fighter* shapes up!



## THE BURNING QUESTION

## JANUARY

There's been lots of hype about games that have been turned into movies. But are the movies gonna be any good? What does it take to make a good movie from a video game or do you think film makers shouldn't even bother?



## PEN PAL CONNECTION

I'm a 41 year old who has a SNES. I'm also a long haul trucker who has his SNES wired up in his rig.

**Rick Turley**  
PO Box 280  
Saanichton, B.C.  
V8M 2C5

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**George Marko**  
Box 569  
Brudheim, AB T0B 0S0  
Canada

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**Chuck Lord**  
537 N. Denton  
Gainesville, TX 76240

I'm 14 and my hobbies are video games and reading *Game Players*. A boy or girl is OK with me. No school lovers or cry babies!

**Shaun Moore**  
RT 3 Box 173  
Jay, OK 74346

We are a family of gamers! Mom, 30-something, Casey, age 14 and Matt, age 10. We just like to get lots of input.

**The Rutherfords**  
1318 W. Congress St.  
Pacific, MO 63069

I'm 14 and would like a pen pal who enjoys Sega Genesis. I would prefer a girl between 12-15.

**Jonathan Bartlett**  
1344 Ten Bar Trail  
Southlake, TX 76092

I am 22 and interested in RPGs. I would like to hear from someone my age.

**Mystique Smedley**  
10701 Chisholm Cr.  
Edmond, OK 73003

I am a 13 year old looking for a pen pal between the ages of 12-14. I will answer all letters.

**Alexandria Heinemann**  
8218 Calmosa Ave.  
Whittier, CA 90602

I'd like pen pals, 20-25, boy or girl. I have a SNES. I'm 23.

**Michael Black**  
11422 Jones St.  
Hanford, CA 93230

I'm 12 and want somebody 11-16 to write to me about anything. Send your picture and phone with your letter.

**Amanda Greyl**  
2606 Cascade  
Westland, MI 48185

I'm 22 and want to find someone who has a Turbo-Duo and likes Japanese games.

**Steve Lapinski**  
212 Wells Court  
Waldorf, MD 20602

I am a ten year old player. I own a SNES and a Genesis. I'd like to share tips and codes.

**Alfredo Hernandez**  
135 W. Bellevue, #8  
Pasadena, CA 91105

I'm 20 and I like to talk about the new technology. I mostly play only the newest stuff.

**Joe Zenkus**  
788 Indiana Lane  
Elk Grove, IL 60007

I'm 13 and am looking for someone around my age to be pen pals with. I'm into sci-fi and video games.

**Justin Banner**  
730 Red Brush Road  
Mt. Airy, NC 27030

I am a 20 year old male. I love RPGs, fighting games and import games. I'd like to talk to anyone with similar likes.

**Bob Coughlin**  
618 W. Broad St.  
Horseheads, NY 14845

I'm 13 and would like to become pen pals with anybody who knows any tips or secrets for Genesis. I'll respond to all letters.

**Ed Dykshoorn**  
RD2, Box 102  
Goshen, NY 10929

If you are a girl, 17 and up, who doesn't get sick at the fatalities in *MKII*, write me.

**James Horky**  
2804 Vernon Ct  
Augusta, GA 30906

I'm a 15 year old boy who loves SNES, Genesis and has plenty of codes and hot tips to share with everyone.

**Todd Bodenhamer**  
9611 Oakington Dr.  
Fairfax Station, VA 22039

I'm 12 and would like to get in touch with SNES and Game Gear players. I'd prefer a girl my own age or older, but a boy is OK.

**Lawrence Maminta**  
3311 East La Jara Street  
Long Beach, CA 90805

I am 15 years old and I am looking to write anyone who knows programming, video game production or how to create sound.

**Keon Baxter**  
501 Burnt Mills Ave.  
Silver Spring, MD 20901

I want a pen pal for tips, codes and just lots of game talk. I'm 13 and own a SNES, Sega CD, Genesis, Game Gear, and NES.

**Troy Bradley**  
1656 Gregory  
Memphis, TN 38127



## THE BURNING QUESTION

**THE BURNING QUESTION**  
Back in our October issue, we asked you for your opinions of the software industry. What are the publishers playing at? Are games as good as they always were? What needs to be done to keep the market alive and kicking? Some of you think you know the answers...

game playing fraternity in the next couple of years. If this is the last big year for 16-bit games then in a few years small innovative young companies are not going to have the resources or the capital needed to produce games for all the systems out there. Instead of making games for just the Sega, Sega CD, and SNES, programmers are going to have to make games for the new wave hardware, too. They can't make enough money on a game produced for a single system. Programmers like Rocket Science and Shiny Entertainment will be pushed out of the race no matter how good their games are.

I believe there needs to be a merger between all the system developers to make a single, all-powerful machine with the technology to hold the innovation for at least a good seven years. Alternatively, the system developers could produce machines that are compatible with each other so software can be exchanged. There could be differences between the machines — some are faster, some have more colors — and you buy these features depending on your budget. Even so, all games should run on all systems.

**Erik Vitands,**  
Westfield, WI.

**Mark:** A similar thing happened in the PC market and anyone can now produce a PC system. Typically, it's not in the interests of the guys who make the hardware to reveal their secrets to everyone. Currently Nintendo and Sega operate a policy whereby all game developers working for games on their system, have to pay Nintendo or Sega for the right to release the title. It's easy to see why the manufacturers would be loathe to give up their hold on

the hardware. Also, how much would it benefit you and I? Currently the competition between hardware developers means that each is trying to outdo the other, coming up with systems that are increasingly more and more powerful.



It takes more than 64-bits to make a great game — it takes great ideas!

It's exactly this kind of competition that will see a wealth of new 64-bit machines in the upcoming year.

I've read many debates about the state of the games market and it seems to me that everyone agrees the current crop of games is boring and dull. Now that we've got the new 64-bit hardware coming, everyone's looking forward to a whole new bunch of great games. What does it take to make a great game? It seems to me that you don't need great hardware to make a great game — you need great game ideas. Lately we've seen titles like *The Lion King*, *Donkey Kong Country* and *Earthworm Jim*, which have wowed everyone with their great gameplay. This proves that we want games, not new hardware!

I think everyone should refuse to buy the new hardware and force the publishers to produce great games for the systems we already own. Pretty soon, anyone who owns a Genesis or SNES will find they have to upgrade

because new games just won't be available and then we're falling into a marketing trap which just sees Sega and Nintendo get bigger and bigger while the games, and us, get poorer.

**Buddy Railton,**  
Nashville, TN.

**Mark:** While it's true that new hardware doesn't mean better games, we've seen several cases where people have come up with good games ideas that were let down by the speed of the system. An upgrade to 64-bit is going to give publishers more options to play with so that hopefully we'll see games exploring new territory.

We hear all this talk about games not being 'new' or 'different' enough. But many of the best games are the older ones that have merely added extra moves, better sound or brighter graphics. Look at the different versions of *Street Fighter* and *Mortal Kombat*. Both of them are great games — sure, they're just fighting games, but they've got amazing graphics, hot sound effects and tons of senate-stirring blood. I think the new 64-bit machines are going to make games like *Street Fighter* and *Mortal Kombat* absolutely, totally awesome.

**Joe Posak,**  
Pittsburgh, PA.

**Mark:** There's certainly every sign that all the major games will be moved onto 64-bit pretty quickly. I can't wait to see how a Saturn version of *Street Fighter* shapes up!



**JANUARY** There's been lots of hype about games that have been turned into movies. But are the movies gonna be any good? What does it take to make a good movie from a video game or do you think film makers shouldn't even bother?



# SEGA!™



## MIGHTY MORPHIN POWER RANGERS™

TODAY'S HOTTEST HEROES ARE HERE...  
AND THEY'RE ON SEGA!

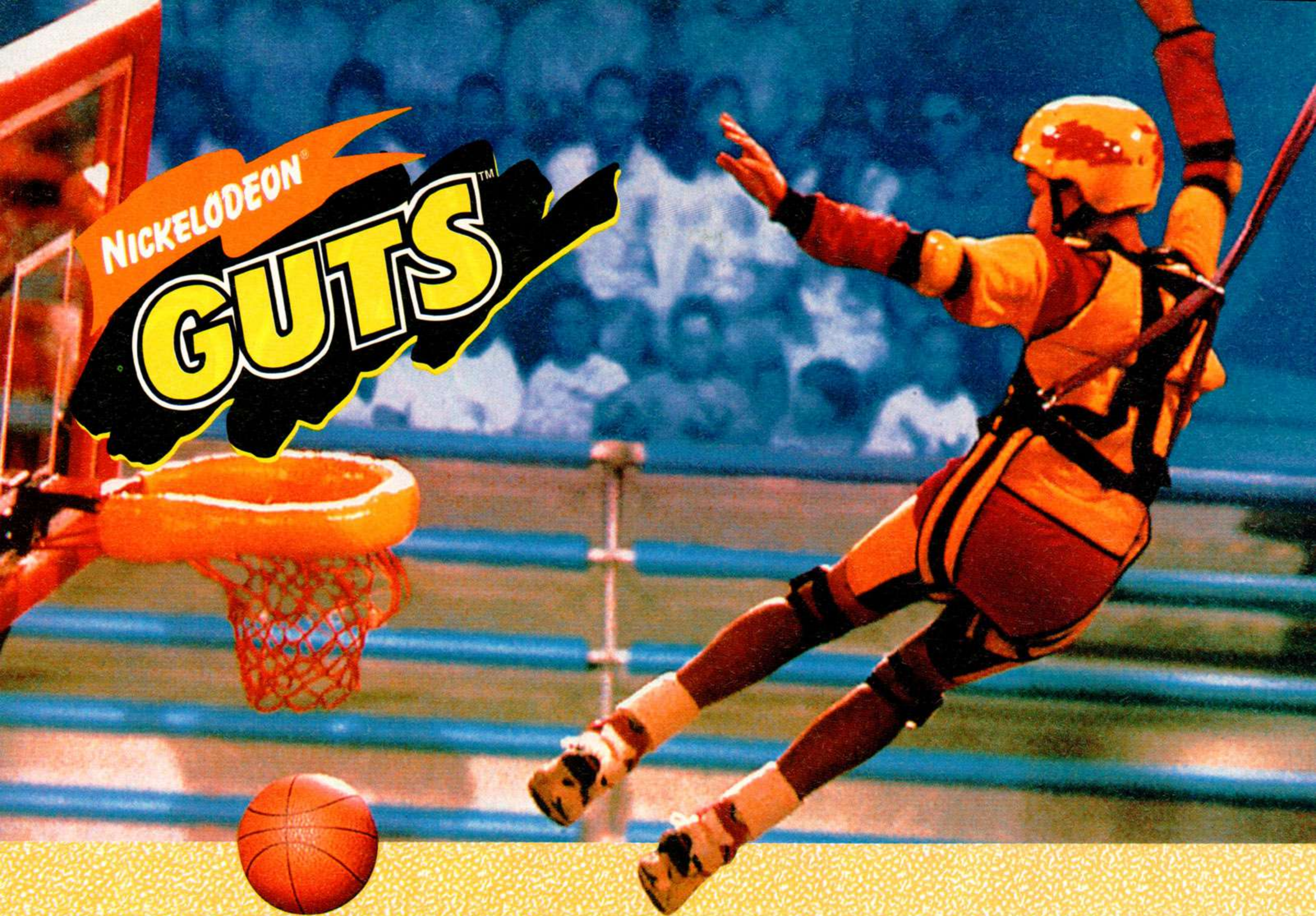


ON SEGA GENESIS™, GAME GEAR™ AND SEGA CD™!

SEGA

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# IF IT'S JUST A VIDEO GAME, WHY ARE YOU SO OUT OF BREATH?



Leap ceiling-high in  
**ELASTIC SPORTS.**



Race against time in  
**ACTION SPORTS.**



Climb to the top of the Extreme  
Arena in **BASIC TRAINING.**



Face the ultimate challenge—  
the awesome **AGGRO CRAG.**

Tighten your helmet. Because realistic animation, based on actual rotoscoped competitors, lets you feel every twist, splash and tumble of Nickelodeon's ultimate sports show. With seven extreme events, Nickelodeon GUTS will leave you breathless.

**Nickelodeon GUTS—  
DO YOU HAVE IT?™**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

LICENSED BY  
**Nintendo**



**For 1 or 2 players**



**VIACOM**  
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obligated to deliver a system to Nintendo that meets a specific level of performance for under \$250. Plus every possible corner is being cut to save money, from streamlined manufacturing to volume buying. But the real question is, if Nintendo breaks even on the systems, how high will they have to jack up cart prices to make a profit? Will a game's cost become a sort of financial suicide?

## DEAD AND BURIED?

Has the NES died and gone to video game heaven? I don't think so. All my video game buddies think I should junk my NES and get a SNES or Genesis. They tell me this all the time and I tell them I don't want to. What do you suggest?

Phoebe Wenrick,  
Reading, PA.

**MARK:** Wow — an NES owner! You should go and sit in a museum somewhere. If you like playing all old games with only a handful of colors and poor sound then of course you should stick with your NES, though there are almost no developers still producing stuff for NES. If you do decide to upgrade, wait until the Saturn or Ultra 64 are released (early next year) and then you'll have a better system than any of your video game buddies.



The Sega Saturn — is this the video gamers Mt. Everest?

are released (early next year) and then you'll

have a better system than any of your video game buddies.



If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas, tips or gripes, you've come to the right place! Write to the following addresses:

For game ideas, write to:

Game Ideas;

Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

To get into the Pen Pal section, write to:

Pen Pals;

Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

For general Network letters, write to:

Readers' Network;

Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010



GAME IDEA

## CHANGE THE GAME OFTEN!

Do you ever wonder what Victoria's Secret is? Do you ever wonder who Victoria

is? The answer to these pressing questions can be found in *The Search for Victoria's Secret*. Go to various locations, ask the employees a lot of questions and try on a lot of lingerie!

Fight vicious bosses like the rotating Mode 7 edible underwear boss using only support bras and garter belts!

Shawn Bowman  
Lawton, OK

**Bill:** Of course, the R rated version of this game is called *Find Frederick of Hollywood*!

## IT'S AN OLD FAVORITE!

How about a video game starring the Rolling Stones? It would be called *Senility Fighter*, where you pick one of the Stones to do battle with opponents such as Screaming Granny Fan, who shoots false teeth projectiles. The final boss is the president of the 'Deep-End' undergarment company, who wants to sponsor the next tour.

Scott Barnoff  
Victoria, BC

**Bill:** I hear the next tour is gonna be called 'The Steel Walker' tour, sponsored by Geritol.

## ONCE AFTER EVERY MEAL!

My game is called *Dental Wars*. There are eight warriors: a tooth named 'Nuthin but the Tooth', a floss box named 'Flossie', a candy bar named 'Mr. Cavity', and more.

There would be special attacks like a death kiss, a move where you blow on people with your bad breath, and a brushing that you'll never forget. The arenas would be in places like candy store, a bathroom sink, a dentist's office and more. Win, and you get a million dollars. If you lose, some kid uses you for his toothbrush.

Russ Dunlap  
Hendersonville, TN

**Bill:** Let me guess, you dreamed this up the night before a dentist appointment, right?

## A SKATEBOARD IN EVERY GARAGE

This game idea is for all you skateboarders and snowboarders. It's called 'Burred'. You have a choice of playing in summer or winter. The summer option is for all of you who are tired of skating at the mall. You get to skate through the school and you get money for trashing desks, books, and the little wimps who do their homework everynight, get straight A's and wear pocket protectors. There's also bonus stages like trashing cars going freestyle wherever you want. You also get to rent airplanes to check out the best skating places. In the winter option, you can choose from any of the regular snowboard places or just burn the slopes. You can snowboard all over the world, including Mt. Everest. If you win the contest, you get a new snowboard.

Eric Hanson  
Raymond, ME

**Bill:** After correcting all the spelling mistakes in your letter, I guess you're really glad M.I.T. started that skateboard scholarship, huh?



GAME IDEA OF THE MONTH

## DUELING DWEEBS?

Are you tired of regular fighting games? Are you tired of seeing every MKII fatality without actually doing one?

Are you tired of seeing the computer get Reptile? Then you need *Nerd Fighter*. *Nerd Fighter* is a whole new kind of fighting game. Choose from twelve characters with moves ranging from the Pocket Protector Shield to the Bad Clothes Insult. It has fatalities like the Glasses Tape Rip and the Principal Call! The last boss will be Steve Urkel! So come on! Quit kicking polygons and play *Nerd Fighter*!!!

Paul Thompson  
Urbana, IL

**Bill:** Hey! No fair looking in the mirror for game ideas!

## YOU VOTED FOR IT

I have the game to end all games. It's called *Rise of the Senate*! It would be like *Rise of the Robots*, except the fighters would be Senators. Your fighter would be an arcade junky, who just got the news about the mandatory ratings system. Every time you hit one of the Senators, a little Senator runs out with a big sign that says 'Censored', so you wouldn't be able to see all the violence, blood and gore. Of course, the game is rated MA-17.

Matthew Kraft  
Temecula, CA

**Bill:** You can't win this game, and when you lose, you get a ride home with Ted Kennedy! Hope you know how to swim!!!

## HOT AS HELL!

Fight the ultimate battle for good and evil in... *The Bible*! Play as God or Satan, with God-like graphics and Satanic sound effects. Journey through both the Old and New Testaments and feel like you're really there! You've read the book, now you've gotta play the adventure!

Satan's abilities include breathing fire and a freezing hypnosis, while God has lightning, thunder and wind. You can also part large bodies of water, when necessary. There are also stages where you must convince innocent civilians to worship you!

Peter Miller  
Oakville, Ontario

**Bill:** So what do you do for a sequel? *The Book of Mormon* or the *Koran*?

## He's A Winner!

Paul wins *Super Street Fighter II* for his system.

Next month we're offering a copy of *Urban Strike* to the winner so get your ideas in now (and remember to include the system you own).





# POWER. JUSTICE. DARKNESS. LIGHT.

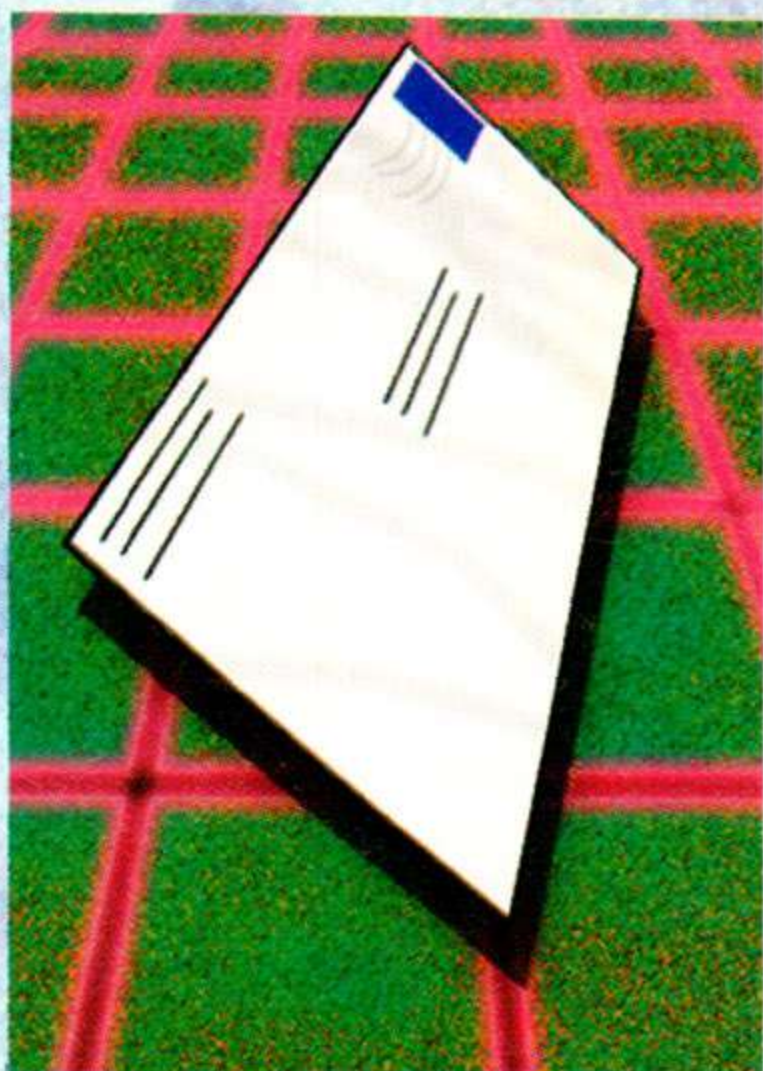
Two halves of an ancient puzzle  
are the only hope.

## DOUBLE DRAGON

IMPERIAL ENTERTAINMENT & SCANBOX PRESENT A SHAH PRODUCTION "DOUBLE DRAGON" ROBERT PATRICK  
MARK DACASCOS SCOTT WOLF JULIA NICKSON AND ALYSSA MILANO MUSIC SUPERVISOR JELLYBEAN BENITEZ MUSIC BY JAY FERGUSON ASSOCIATE PRODUCER TOM KARNOWSKI  
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MARK BRAZILL PRODUCED BY SUNIL R. SHAH, ASH R. SHAH & ALAN SCHECHTER AND JANE HAMSHER & DON MURPHY  
DIRECTED BY JAMES YUKICH VISUAL EFFECTS BY PACIFIC DATA IMAGES, INC. AND ILLUSION ARTS 1994 UNIVERSAL CITY STUDIOS, INC. A GRAMERCY PICTURES RELEASE

Coming Soon to a Theatre Near You





## PUSHING THE ENVELOPE

**We knew it was the readers' art delivery when the ten-ton truck backed up to the office door. You guys are fabulous! Keep it comin' in!!!**



I want to wish each and every one of you a great holiday season and a happy New Year! If it's not too much to ask, I'd like a present from all you killer artists out there. Please, don't send any tracings! It's not fair to all the hard working, original artists who send their great stuff in. Thanks for

understanding! You're such a creative bunch, I can't wait to see what comes in next month! Until then, keep the peace!

**WINNER**

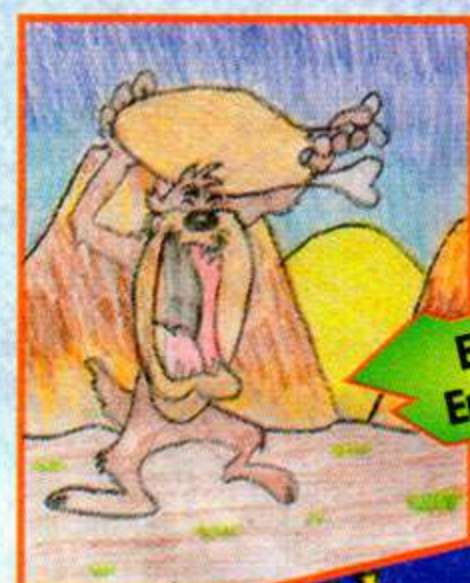
'Hey Mom, look at the snowman I built!'

Zaiad Aryanpure,  
Hayward, CA

'Let's bring the New Year in with a bang!'



John Hardy,  
Brooklyn, NY



'OK, who forgot to make the gravy?'

Emily Giles,  
Enterprise, CA

'Oh yeah? Well, I can open twice as many presents as you can!'



Jerry Bottcher,  
Sedalia, MO

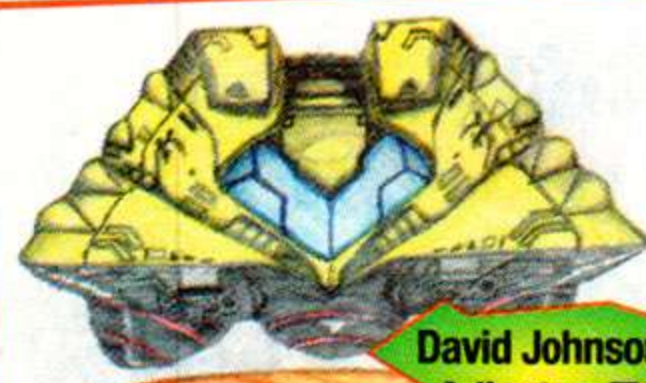
'You see, the elf here just got his learner's permit and he was driving and...'

Everything was going fine, until those animals crashed the party...

Lewis Gordon,  
Columbus, OH



'Not only is this faster, but we avoid all those embarrassing reindeer stains, too!'



David Johnson,  
Arlington, TX



Kyle Hart,  
Rapid City, SD

Angel Tolentino,  
Corona, NY



Mike Barthy,  
Grant's Pass, OR

'I hate it when relatives drop in unexpectedly for the holidays!'

'You always get better presents than I do!'

Sometimes you get what you deserve at Christmas...

Michelle Miller,  
Oshkosh, WI



## WANNA WIN?

Zaiad Aryanpure got some! You could be a star next time! Send your original art to:

**Pushing The Envelope**  
1350 Old Bayshore Highway, Suite 210  
Burlingame, CA 94010

The ten best go to Valhalla. Please include your name, full address, age and the type of game system you own on the back of your work. Every month, one winner wins a 'Mystery Prize'.



## THE SILVER SCREEN... AND BEYOND!

The *Game Players* gang cruised down to Capcom headquarters in Sunnyvale to hang out with some of the celebrities from the *Street Fighter* movie. On hand were Wes Studi, who portrays Sagat in the film, and Hammer (*Can't Touch This*), who will be doing a song for the film. While we were there, we checked out some early trailers that will be appearing on your TV screen in December. We hope this film will really kick butt!

In other traveling news, Chris Slate just got back from the AMOA show. AMOA stands for Amusement and Music Operators of America. While he was there, he played some of the hottest arcade machines soon to be jammin' in your local arcade — *Killer Instinct*, *Cruis'n' USA*, and *Ridge Racer 2*. Check out Chris' report on page 14! Stay tuned for more developments — you'll hear about 'em here first!



Capcom spills the beans on *Street Fighter: The Movie*!

## Sonic And Knuckles' Big Day!

We had a very busy weekend at *Game Players* last month, and so did the Bay Area, as well! It was Fleet Week and the skies echoed with the thunder of the Blue Angels precision flight team. And while they were boomin' and zoomin', your *Game Players* staff was checking out the debut of *Sonic and Knuckles* at the Hard Rock Cafe. Sega was holding a nationwide contest to see who could grab the most rings, with the winner grabbing \$25,000! Regional winners were flown out to the finals, which were held on Alcatraz Island, right after winning their regional contests. MTV's Daisy Fuentes and Bill Bellamy were on hand, as MTV filmed the occasion for a Rockin' the Rock special to be aired at a later date! And who was the lucky winner, you ask? It was Chris Tang of San Francisco, CA, who rounded up an amazing 173 rings! Between checking out all the Rock history at the Hard Rock, and being amazed by the Blue Angels, and witnessing the killer final rounds of the *Sonic and Knuckles* contest, the *Game Players* staff had a great weekend!!! See ya!

# BACK TALK

Climb behind the wheel and strap yourself into the high-powered, fuel-injected, tire burnin' *Game Players* machine. Put her in gear and cruise outta the pits.

Slap her into second gear and accelerate with even more detailed information on Sega's new 32X machine. We'll have stuff you won't find anywhere else.

Grab third gear and go with a special section on all the new arcade fighting games and the techniques that will make you a stone killer!

Fourth gear now. Get up close to the guard rail with our radical reviews of *Syndicate*, *Snatcher*, *Carrier Aces*, and *Radical Rex*. Pass up the competition with our coverage of *Yogi Bear*, *Super Punch Out*, *Android Assault*, and *Biker Mice From Mars*. We've got more powerful stuff under the hood!!!

Power slide out of the curve and accelerate down the front straight with our winning strategies for *Batman & Robin*, *Beavis and Butthead*, and *Animaniacs*, as well as Part Two of both *The Lion King* and *Earthworm Jim*!

Set a new track record as you scream over the finish line! You knew the record was in the bag. After all, you stayed on the fast track in one hell of a high powered speed machine — *Game Players*!!! See you next lap!

## WIN A GAME!



Yeah, this all-mixed-up stuff really works! We're going down and dirty so you're gonna have to be a wizard to figure this one out! Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to: Hard but Sleazy, *Game Players*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the box on Friday, December 16th, wins. Remember to include the system you own. All the usual rules apply. The winner of our September *Harder the Better* Contest was James Winchester, of Phoenix, AZ. He correctly identified the scrambled picture as a screen shot from *The Death and Return of Superman*.

DECEMBER 1994

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Produced in the United States of America. *Game Players Sega-Nintendo* (ISSN-1058-2172) (USPS 006-037) is published monthly by GP Publications, Inc.; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA, 94010. If this fails to stop the bleeding, elevate the area and apply pressure. Second-class postage paid in Burlingame, CA and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (12 issues) U.S. \$35.95. Canada: \$49.95. Canadian price includes postage and GST (GST #128220688). Outside the U.S. and Canada, add \$2 per issue. POSTMASTER: Send address changes to *Game Players*, 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.

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# GRAB YOURSELF A PIECE OF THE ACTION!



It's a "best of three" battle of the brain cells in 2P Mode.



Plug into a Multi-Player Adapter to get the whole group in on the fun!

Pieces, the latest Super NES brain-bender from Atlus, will have players of all ages falling to pieces as they search for each puzzle's elusive solution. Beautifully rendered graphics depicting whimsical scenes make Pieces a treat for the eyes. Comfortable play control and the option of using the Mouse make Pieces a joy for the fingertips, too. Parents and children can work on improving memory skills together. Grab your piece of the action now, before all the Pieces are taken!

# PIECES™



**ATLUS®**

ATLUS SOFTWARE, INC.  
17145 Von Karman Ave., Suite 110  
Irvine, CA 92714  
TEL: (714) 263-0582  
FAX: (714) 757-1288

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# Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB, COMIN' UP!



IS THIS LOADED?



They fight, and bite, they fight and bite and fight!

Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.

There's more than one way to skin a cat...

So, are you mouse enough!!!???



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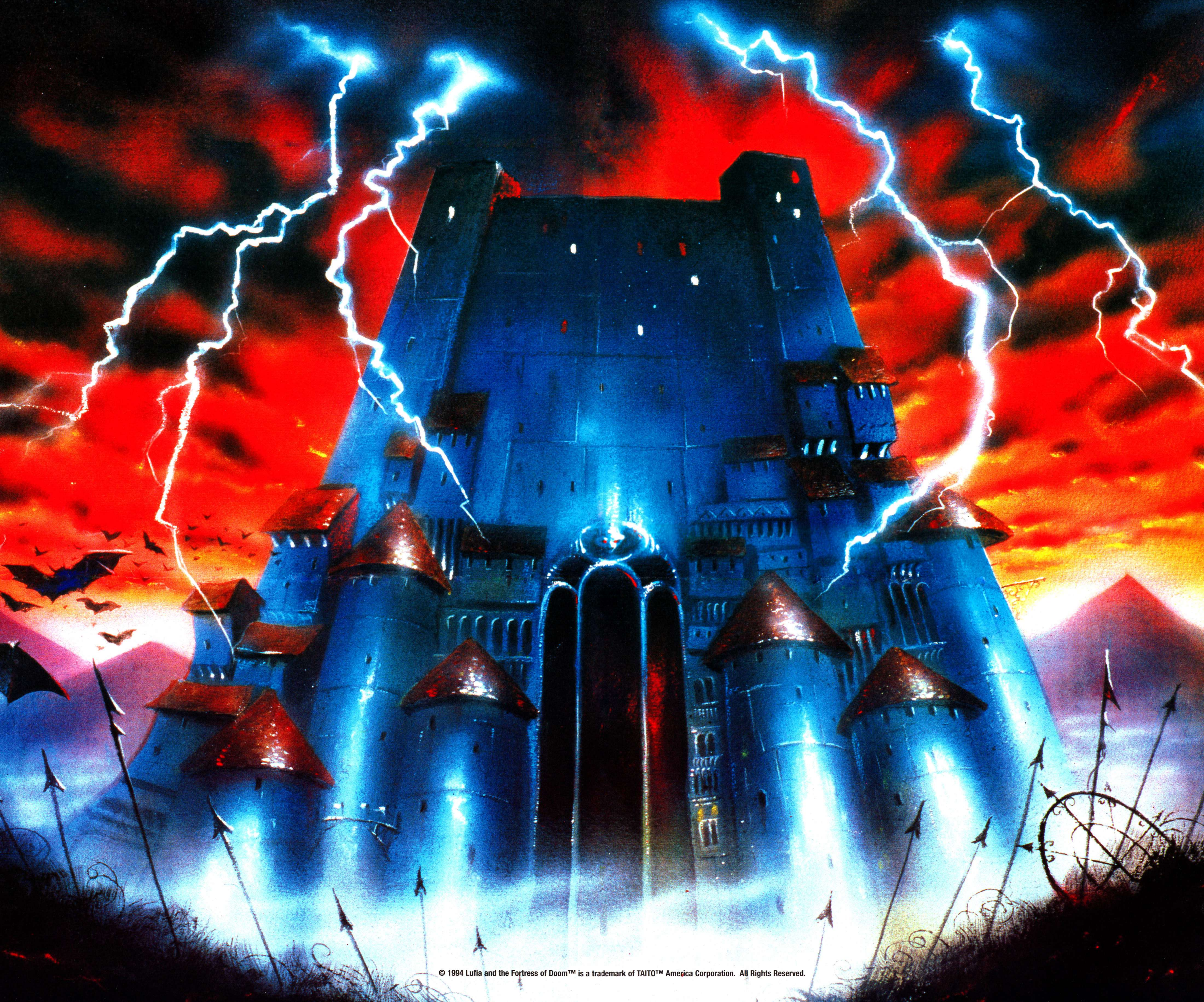


MATT GROENING



# Lufia™

& The fortress of Doom





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